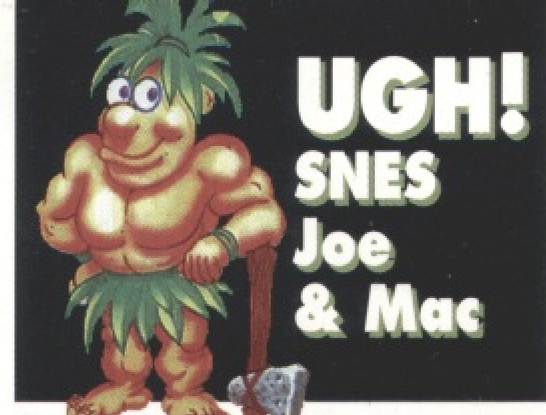
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"A gem of a game!" Elite's famous graphic adventure gets a Pre-Play

OLIVER FREY

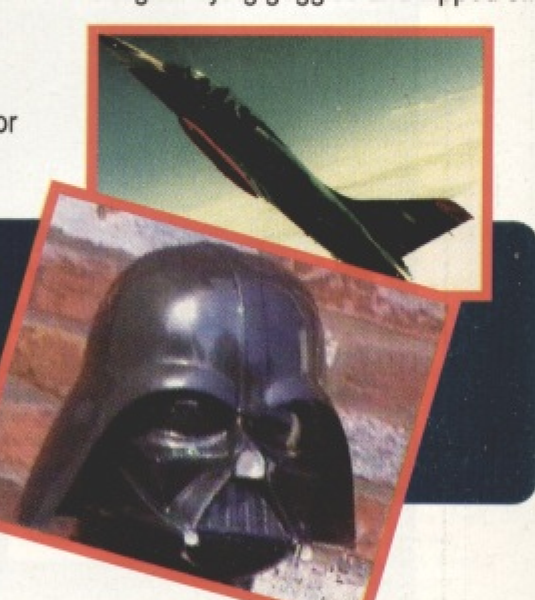
Contents!

N-FORCE ■ Issue 2 ■ August 1992 ■ From Europress Impact

All Nintendo gamers could ever want!

Line-up #2







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Phone: 0584 875 851
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Publisher **Roger 'R' Kean** Managing Director **Jonathan 'Plastic Balls' Rignall** Circulation Manager *David 'Mafiosa' Wren***BPCC Business Magazines Ltd** Distribution **COMAG,** Tavistock Road, West Drayton, Middlesex.

N-forced!

Super NES

NES

Game Boy

Flash!

Aladdin's Lamp!

Absolutely brilliant! Those amazing bods at Codemasters have designed yet another clever widgit for the NES — 'The Aladdin System'. Consisting of the Compact Master Cartridge/Graphics Enhancer, it connects to the game slot of your NES, letting you play any of the low-cost Aladdin compact game carts. The compact carts plug into the Master in much the same way as normal games connect to the Game Genie, although weather or not it can be used in conjunction with the Genie remains to be seen.

Size of a camel

The Aladdin Master holds all the guts of the games, but includes enhanced graphics, better animation and a built-in save option. The compact carts can only be used with the Master, but all use its advanced hardware to provide stonking new games.

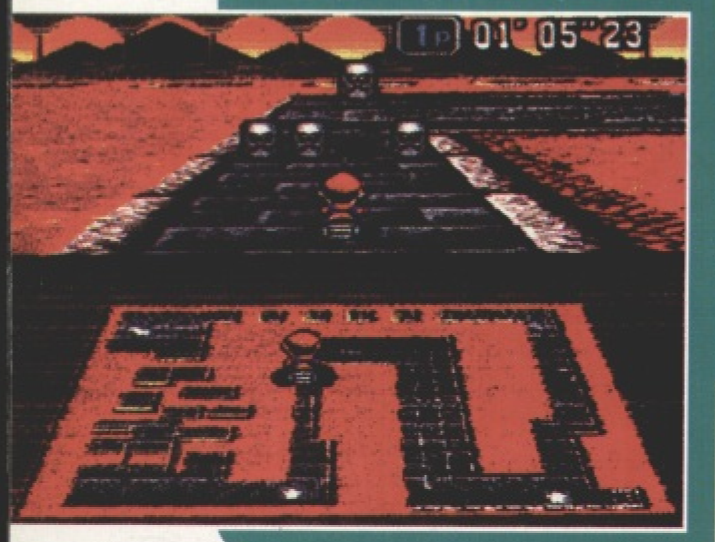
And here's the best bit — the Master will cost less than an average cart, and the compact carts less than £20, some rumours even suggest as low as £12!

Mario madness!

Yipeeee — the wait is over! The fat little Italian returns with a vengeance on all three Nintendo formats…

Super Mario Kart

This one's really gonna blow the socks off all you SNES fiends out there.



Take the 3-D landscapes of the earth-shattering *F-Zero*, add a dose of split screens, sprinkle in *Super Mario World* characters and you get *Super Mario Kart*!

All characters are in go-karts for a stomach-churning racing game to beat 'em all. Two drivers can play simultaneously, each with an independent viewpoint of his track position.

Views change from through the windscreen to the rear-view mirror to a bird's-eye-view.

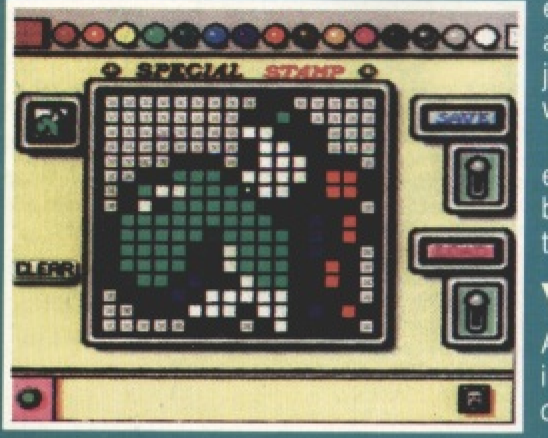
A separate game on the pack allows two players to run a rectangular field with total range of motion, searching out their opponent for a bumper-car collision!



Mario Paint and Mouse

This little baby's set to become the most sophisticated creative educational tool for the SNES.

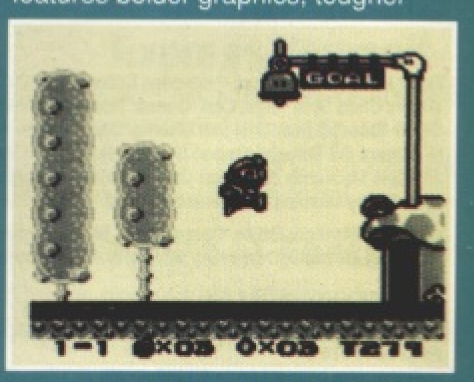
Use 15 colours, 75 textured backgrounds, 120 pre-defined 'stamps' and four, six or nine-frame animation with letters and numbers in two font sizes to create your own masterpieces. A soundtrack can even be added to the artwork.



This'll be the first software to use the new Nintendo mouse controller and storage on a 256K RAM chip.

Super Mario Land 2

For Game Boy fiends, this one features bolder graphics, tougher



enemies, new levels and new abilities for our hero. Mario now jump-and-spins, and even floats with 'bunny ears'.

It's bigger than before and'll even have an internal battery back-up so players can save their position.

Yoshi

After making his first appearance in *Super Mario World*, the cheeky little dragon's back with

Magicom back-up breakthrough!

Well it had to happen — a cartridge back-up system for the SNES. This bit of gadgetry is in the form of a box which sits atop the SNES and connects to a standard 3.5 inch disk drive. Place the cartridge you wish to back-up in a standard slot on top of the Magicom, switch on the power (the disk drive requires a separate power supply unit) and up pops a menu screen which contains information relating to the size — in megabits — of the cart and options available.

Play the cart as normal or back it up to disk — for the latter, insert a disk. You're given four types of format — 720K and 800K double-sided or 1.4m and 1.6m high density.

Select the correct one for your blank disk and wait. Formatting's quite fast and you're now ready to back-up. Choose a name to save the game under and in a couple of minutes you have a fully playable game on disk.

If the game you've backed up has a battery save (such as *Super Mario World*), no problem, cos so does the Magicom. So when playing from disk you can save, switch off and play later.

Care's needed here as any subsequent game saves will over-write previously saved data.



The Super Magicom system, complete with 3.5 inch high-density disk drive, connectors and ten HD disks, is available from Neil Gossage, SN Software Ltd, PO Box 597, Bedford, MK43 7YP. Telephone 0230 23900, price £250.

But remember! You MUST own the games you intend to back-up to disk. We do not condone console piracy in any way!

Sad Bastard of the Month

Wotta wally! I knew there was some pitiful types out there (and boy, have we had some great examples flooding in) but Steve Adams from Royston, Herts, licked 'em all! He reckons it's right clever to get 'is laughing gear round the ultimate handheld — doesn't this man know the facts of life?!? Just make sure you don't get yer tongue stuck Steve, you never know when you might need it — you sad sad bastard! If you lot want to win our coveted title (and a mystery prize), chuck us a photo of you or a mate looking a complete plonker to: SBOTM, N-FORCE, Europress Impact, Ludlow, Shropshire, SY8 1JW.

No more numb thumb!



A dream joypad to take the pressure out of game playing was launched in the States this month.

Blistered thumbs will be a thing of the past with the Turbo Touch 360™, which features touch-sensitive direction control (ie. no pushing down like a thing possessed).

Gently sliding your thumb or finger over the circular sensor plate to generate on-screen movement is all it takes.

Each of the four buttons has a multi-function turbo dip-switch assigned to it.

A spokesman for Triax, the makers, reckons: 'It provides faster movement and better diagonal and circular control than conventional controllers, and also eliminates numb thumb, blisters and thumb fatigue'.

The big 'R' had a play on one at Chicago's CES and said: 'It makes playing a dream…'. (First time *he's* touched a joypad in years —Ed!)

his own game.

Yoshi is a puzzle game for both the NES and Game Boy, where Mario must keep the plates clean of falling Goombas, Piranha Plants and Bloobers.

There are lots of difficulty levels to choose and a two-player option where Luigi actually does something for a change! The dragon invasion will hit the UK very soon.



Key to success

Got an English NES? Wanna play an extra 300 games and save wonga? We've got the key! The Gamekey — the doobrie to unlock your NES and open it up to all American games. Here's the clever bit, no conversion's needed so there are no warranty problems!

Produced by PVGW Ltd, it works along the same lines as the Game Genie — plug it into the cart slot, place any American cart into it and you're away.

Cart cuts shocker

Budget software for NES and Game Boy's set to hit the streets (at last —Ed)

Stonking NES games — *Kabuki, Quantum Fighter, Kickle Cubicle, Solstice, Isolated Warrior* and *TMHT* — are priced at just £19.99.

You can get *Iron Sword, Days of Thunder, Bad Dudes, Faxanadu, Captain Skyhawk* and *Bionic Commando* for £24.99 and *Defender of the Crown* for £29.99.

Game Boy carts, all at £14.99, include *Qix, Dynablaster, Hyper Lode Runner* and *Boxxle*.

Sorry SNES peeps — there are no plans to reduce any of your games — yet!

Supercon 2

Beaming into the SNES market are QuickShot with their Supercon 2 joypad. Dashingly black, it controls like a dream — being both firm and precise. The dual-action turbo fire and the slow-motion are both great assets to dedicated games players.

Kind on your hands — after four hours solid playing, Gunns had not the slightest blister sore or high score — can't be bad!

The show must go on

The N-FORCErs cordially invite you to get your BLOCKS KNOCKED OFF (figuratively speaking) at The 6th International Computer Show this month. The whole crew'll be at the Wembley Conference and Exhibition Centre in London, on July 10, 11, 12, (except Chip, who's a sulky git) with our whopper of a stand, bringing you the latest tips, news and ammo in the Nintendo world.

And Hornby Hobbies are hauling their arses down there to officially launch the long awaited NES Game Genie, and hopefully showing off the Game Boy version too!

You can challenge Ace 'n' Shades at games throughout the show, witness the final humiliation of SEGA FORCE's Paul Smelly-Dick in grand finale N-FORCE Vs SEGA FORCE challenges, get your gaming problems sorted at the tips clinics with the clan and hear all about how games go from idea form to finished product, courtesy of our special guest speakers.

.Gunns in full combat gear's acting as compere, Doodle's gonna be handing out specially-signed drawings, Ed'll be sitting pretty and 'R' will just look mean!

Even the Manic Marshal's coming all the way from the Big Apple to put in a special guest appearance.

You'll also get blasted with all the bestest sounds at our stand — with the strong (and damn loud) presence of Atlantic 252.

And if you get bored of us (perish the thought!) there are scores of other stands to nose around — giving you all the latest on hardware, software, peripherals and consumables in the biz.

See y'all down there, and don't forget to tear off the £1 off voucher on the front of this ish for entry to the show.



Ocean scoops Spielberg whopper!

Ocean has picked up the game rights to a humungous Steven Spielberg movie — Jurassic Park. Due to be released next summer, the film's based on the best-selling novel by Michael Crichton, y'know, the chappie who wrote that sci-fi smasher — Westworld.

The story's set in a futuristic theme park where dinosaurs are recreated using advanced genetic engineering. Everything goes horribly wrong when the dinosaurs get well racked off and let rip.

Nintendo versions of the game are rumoured to hit the market around the same time as the movie opens next year.

Loadsa money!

Nintendo has reported record net sales of $4.224 billion this year — up 19% on last year — and an increased net profit of 26% to $655 million!



Cheers Ace!

Since he's a whinging northern git, Ace insisted we put a big 'Thank You' in the mag for all the hard work he put into the tips book on the front of this ish. Your wish is our command:

TA MATE!

Capcom Street Fighter II Joystick

Capcom have made a joystick specifically for *Street Fighter II* on the SNES. Compatible with both 8- and 16-bit Nintendo consoles, the joystick features six action buttons, an 8-way joystick and a set of three rapid-fire turbo buttons, allowing for a variety of shooting speeds.



Available early this Autumn, the unit will be sold separately at a price to be announced. A remote cordless adaptor will also be sold separately.

Radio ga-ga!

Didja hear it? Didja? Didja? Wasn't it GREAT!?... (It might help if you told 'em what the hell you're babbling on about, you blithering idiot — Ed). Oh alright — well it's blindingly obvious ain't it? I mean, hasn't every Nintendo game fiend tuned into **FORCE FIELD** on LW Radio Atlantic 252 on Wednesdays at 8.30pm? No? Okay, I'll tell you all about it (again).

To stop you all going stir crazy for a whole month with just one N-FORCE, you can keep up with the crazy clan until the next ish hits the streets with our very own radio show, featuring stacks of Nintendo game news, reviews and previews.

There are stacks of compo prizes up for grabs — game carts and peripherals as well as N-Force T-shirts, baseball caps and subscriptions — we got the lot.

To stand a chance of winning on **FORCE FIELD** just:

- Press the LW button on your radio
- Twiddle yer knob until you're picking up 252 loud and clear
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- Dial 01 03 534 636 655
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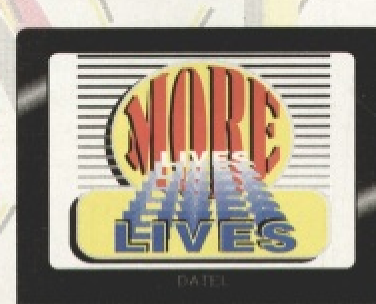
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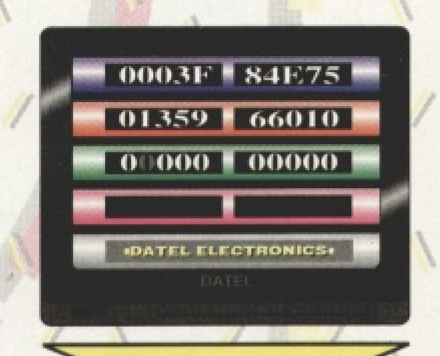
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- **Now you can play your games to levels that you did not know even existed. This is the cartridge the experts use... the average cheat takes only minutes.**
- **Action Replay also allows you to use American and Japanese cartridges on your UK console. That's dozens of titles immediately available!!**
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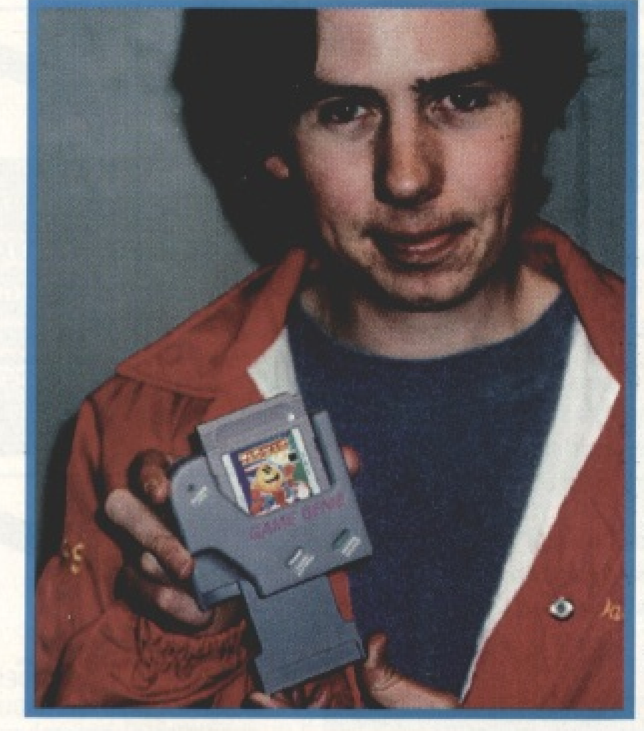


Gunns Garbage!

Power-up those Acme twin-wave plasma disrupters you disgusting degenerate kill-happy psychos, cos it's Gunns time again. The big news this week is that arty design type, Chip, has been billeted in with us out-zone animals, the galactically-acclaimed N-FORCErs. He refused to share our quarters before, but Ed dragged 'im in cos he's pretty and so's we could keep an eye on 'im while he puts the mag together jus' to make sure he gets it right an' so's I can shoot 'im if he don't!

Hot news for all you [illegible] is the imminent arrival of a third version of *Final Fight*, [illegible] all three characters, simultaneous two-player action an' two extra levels — don't forget you heard it here first! Well there's just [illegible] to blow up a few alien cultures with the occasional charged [illegible] before the bar opens — so SOD OFF!

Pure Genie-us



Here are some of the first pictures of the Genie for the Game Boy — shown off by Codemasters boss, Richard Darling. Not much is known about the new Genie yet — it was first shown behind closed doors at the Consumer Electronics Show. But Marshal, using his slimey Yankee charm, got 'em to pull the curtain aside a bit, and he reckons it's lookin' good. The gamely gadget slots into the top of the Game Boy and gives you a heap of codes (long-life, extra power etc). Coming

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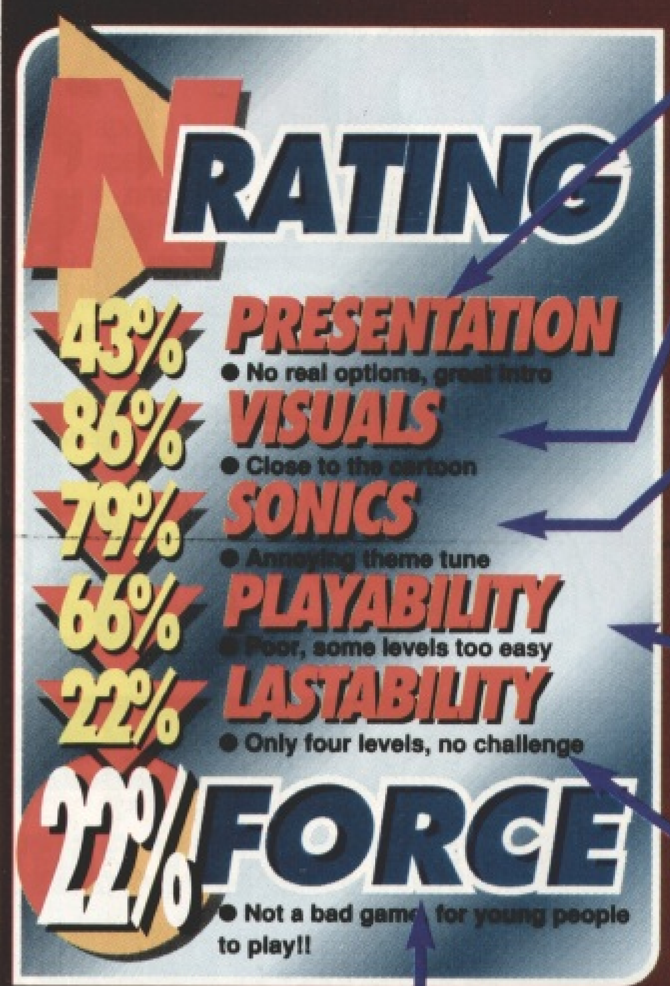
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Just send us the details — For Sale, Wanted, Swaps, Pen Pals and the like, on a nicely written ad and we'll slap it in our Classified section. You get 20 words for a quid, 40 for two. Allow up to two issues for an ad to appear. Any ads already sent will be printed in the next ish!



Send payment and ad to: CLASSIFIED DEPT, N-FORCE, Europress Impact, Ludlow, Shropshire, SY8 1JW.

N-ratings explained!



PRESENTATION: everything apart from the game itself! Title screens, intros, cinematic 'between screens' etc.

VISUALS: everything you see onscreen during the game — animated sprites, backdrops, screen scrolling, the lot!

SONICS: the music (intro and ingame) and sound FX — not just their quality, but how suited to the game style and scenario they are.

PLAYABILITY: how enjoyable the game is for the first few goes and how easy it is to understand what the objectives are.

LASTABILITY: how addictive the game is. How long will you be playing it? Does it offer a strong challenge?

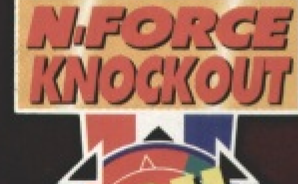
FORCE: This is the average of the reviewers' individual overall ratings, but not necessarily of all the other specific ratings.

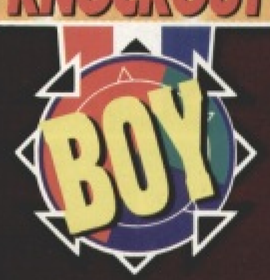
CHECK OUT THE DOODLE-BURGERS!

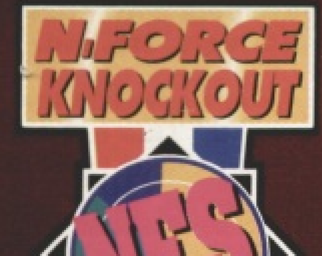
As a quick at-a-glance guide, check out the little hamburgers stuck on the ratings box!

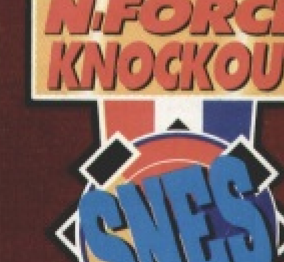
0-30 31-50 51-70 71-87 88-100

Games with a FORCE score of 90% or more get a KNOCKOUT medal, these are ones you MUST have!









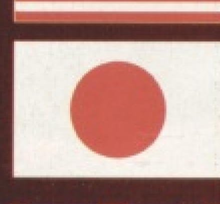
Strap Guide!

Game Boy

NES

SNES







Since the Jap, English and American SNESes are all different designs, we've included these flags on our Pre-Plays to let you know which version we got to look at. Next month, we'll be including these on all the SNES reviews as well so you'll know exactly wot's wot!



Roll up, roll up all you dragon slayers — sharpen your lances cos Elite have one whopper of a compo for you...

Four SNESes & Games to Give Away!

Dirk the Daring continues his quest to rescue the beautiful princess and makes his debut on the SNES this month with the Elite release of *Dragon's Lair*.

This amazing new game is Pre-Played this issue and looks set to be a real stunner with superb animated characters, detailed backdrops and level after level of addictive platform action.

To mark this stupendous occasion those good guys and gals at Elite Systems have created the ultimate Nintendo give away!

They're offering not one, not two, but four brand new Super Nintendo consoles and four copies of their superb SNES *Dragon's Lair* to the lucky winners!

Doodle time!

To win these goodies, get out your best paints and pencils to create a masterpiece incorporating Dragon's Lair characters and the N-FORCErs! They can be in any pose you want, (but of course the most flattering for us stand the best chance of winning as we're judging the competition)!

Send your entries with your name, address and ages to: N-FORCERS IN DRAG-ON COMPO, Europress Impact, Ludlow, Shropshire, SY8 1JW. Get them to us by August 7 or else!

Oh, and the editor's decision is final cos she's just like that! And another thing, if you're a boring git who doesn't wanna get any special offers from other company peeps for crissakes say so!





Producer: ELITE ■ Players: 1 ■ Price: TBA



Dragon's L

Cast-iron cod-piece, chain mail underwear, studded leather breeches and a mighty sword — no, GUNNS ain't going to his favourite nightclub — he's off to kill a dragon (again)...

At last, one of the toughest, most graphically-stunning arcade games ever makes its way on to the UK SNES, courtesy of Elite.

The plot goes a little bit like this: Dirk the daring has to rescue the lovely princess Daphne from the clutches of evil Mordroc and his fire-breathing dragon, Singe.

To accomplish this daring deed, he must first pass through the halls, walls and caves of the dastardly Mordroc's castle solving puzzles and defeating denizens that lurk in wait for him.

All the 24-level action takes place in the castle where you can flit back and forth between the variety of scenarios. Pick up anything useful along the way, then fight off the end-of-level boss (no guesses as to what that is) and retrieve your princess.

Okay, oil that sword, sharpen that axe, adjust your hose and prepare to smeg everything in sight!

Slip up

The first thing I have to say is, since this is a mega exclusive, the version we had to play is unfinished with no in-game sound or audio FX and a few bugs and spurious visual FX still evident.

However, this in no way detracts from what is an absolute gem of a game — *Dragons Lair* is a total joy to behold.

The graphics and animation are quite simply superb, and fantastically-detailed backgrounds abound, but best is Dirk's animation. He seems a little slimmer than usual but runs, jumps and swings his mighty weapon with choreographed grace. The only trouble is, he seems to have a problem with forward momentum. The ability to slide like Willie Mays has advantages going downhill, but not when heading towards holes in the floor or cauldrons of boiling oil!

> **"Set to be a really hot, sure-fired winner!"**

Dirk starts off with his sword and throwing axes, but upgrades these by smashing certain bonus icons scattered around the levels.

Part of the trick's to use the correct weapon for each section, but be certain you know how to use each one before launching an attack! For example, the throwing star's very powerful but has a habit of doing a boomerang impression, so make sure you duck.

Other power-ups include a magic potion to bestow limited invulnerability — when only one contact with an enemy of whatever power kills you, this is damn useful.

Dungeon difficulty

The sheer hardness is really the major problem with *Dragons Lair.* Difficulty level on other formats has always been awesome, but this takes the biscuit!

Not only must Dirk be pixel perfect with jumps, denizens regenerate rapidly and many, such as the Baiter — a rather nasty flying dragonette appearing on a regular basis — are 'intelligent' and home in on him with annoyingly fatal regularity.

Couple this with Dirk's inability to defend himself effectively from overhead attacks, or while prone, and you have a game that in its present form results in massive hair loss through tearing out!



What dragon? With frilly pink gills, bulging eyes and a distinct beer gut, Singe has a dental hygene problem and penchant for Bombay Dirk.





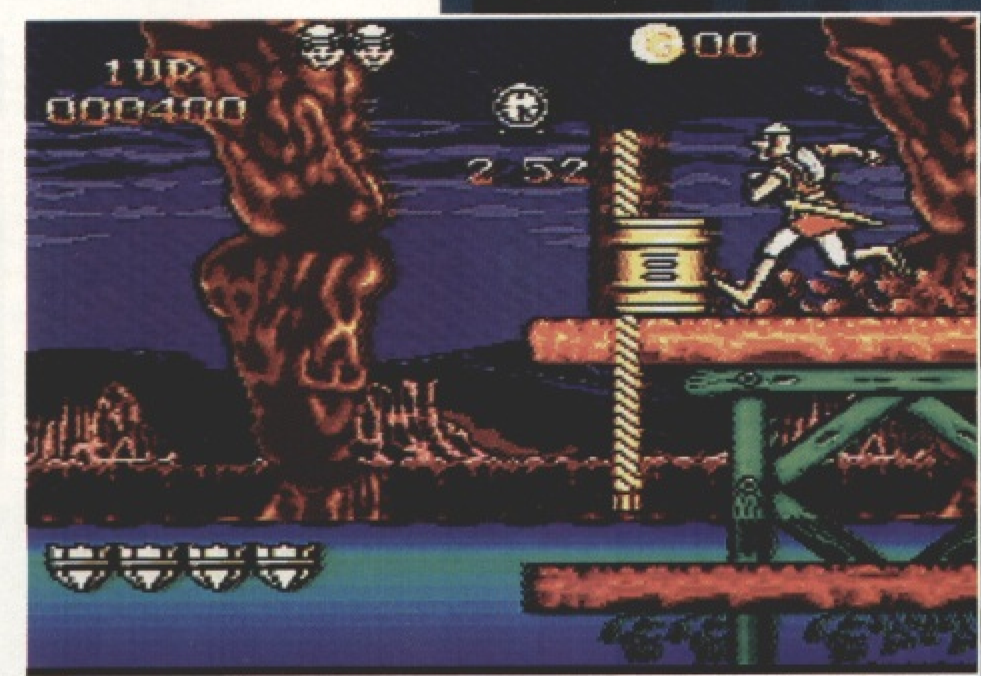
Prepare to lose thy head! With weapon extended and a glint in his eye, Dirk lets loose again!





A baiter, a walking broom and a misty dungeon — no place for a tea party.





With spiders, petrol drums and plenty of ropes to climb, the King of Explorers is in his element. Just watch that icy water!



Brave Sir Dirk, he ran away…feet don't fail me now!

To be fair though, this is a pre-production cart still several stages from completion and Elite say gameplay faults will be corrected by the release date.

Planned improvements include a five-hit energy bar, movement with less sliding about, overhead fire via Dirk's throwing weapons and less frequent homing enemies.

But even now, though unfinished and incredibly difficult, the addictiveness just has to admired. I haven't stopped playing it all week and spent hours just trying to climb one rope!

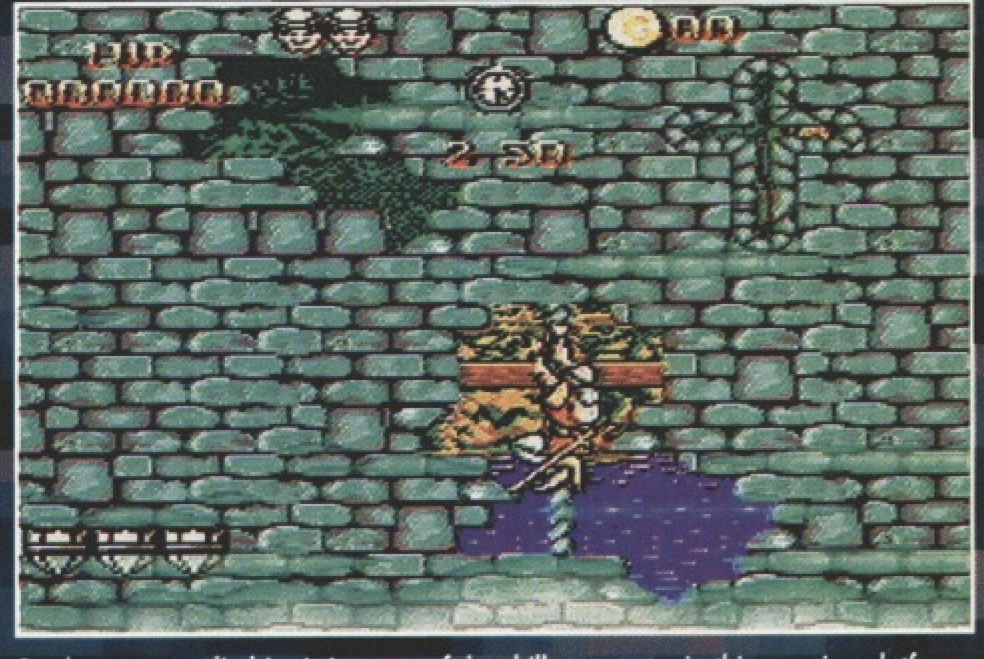
Dragon S-lair

This is going to be one hell of a game, as long as the frustrating faults are ironed out. Provided that it's done properly, Elite quite possibly have the best game of its genre.

I look forward with straining thews and gore-soaked axe to reviewing the finished product cos without a doubt, this looks set to be a really hot, sure-fired winner!







On the ropes… climbing's just one of the skills to master in this massive platform adventure romp.

Stop Press Stop Press Stop Press Stop Press

Even as we speak, we've just received a more advanced version of this game and many of the faults have already been corrected.

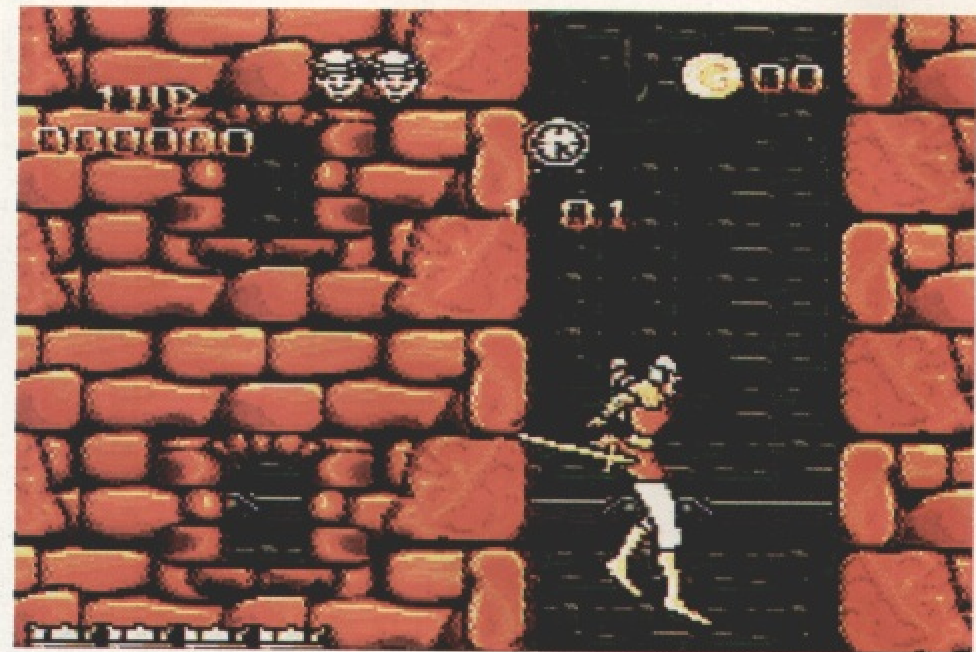
Forward momentum's been altered meaning less sliding around, there's now a four-hit power bar, and the difficulty level's been reduced so the game's now infinitely more playable — well done Elite!





Dirty Dozen Dragon Details

1. The Green Dragon — Market Street, Warrington. Purveyors of fine bitter and cheap crisps.
2. St George — remembered for clubbing a small inoffensive dragon to death and, well, not much else really.
3. Enter the Dragon — distasteful flamin' movie with Bruce Lee.
4. Puff — a magic dragon who lived by the sea and had an unnatural relationship with little Jackie Paper.
5. Anne Macaffrey — creator and author of the damn fine dragon rider books
6. Way of the Dragon — Bruce again in a video 'manual' for dragon kind.
7. Smaug — Tolkien's dwarf-eating dragon from the misty mountains.
8. Lotus Dragon — best egg-fried rice in Shropshire.
9. Waggle — mythical Australian female dragon, often known as Sheila, on whose trail, it's said by the indigenous population, it's unlucky to build, but they don't advertise the fact.
10. Year of the Dragon — A charming little fall-in-love-with-a-Chinese-girl-and-then-smeg-the-neighbourhood type movie.
11. Clifford — the world's first plaque-free dragon.
12. Duck-billed Platypus — nothing at all to do with dragons (oh dear, run out of ideas huh? —Ed)

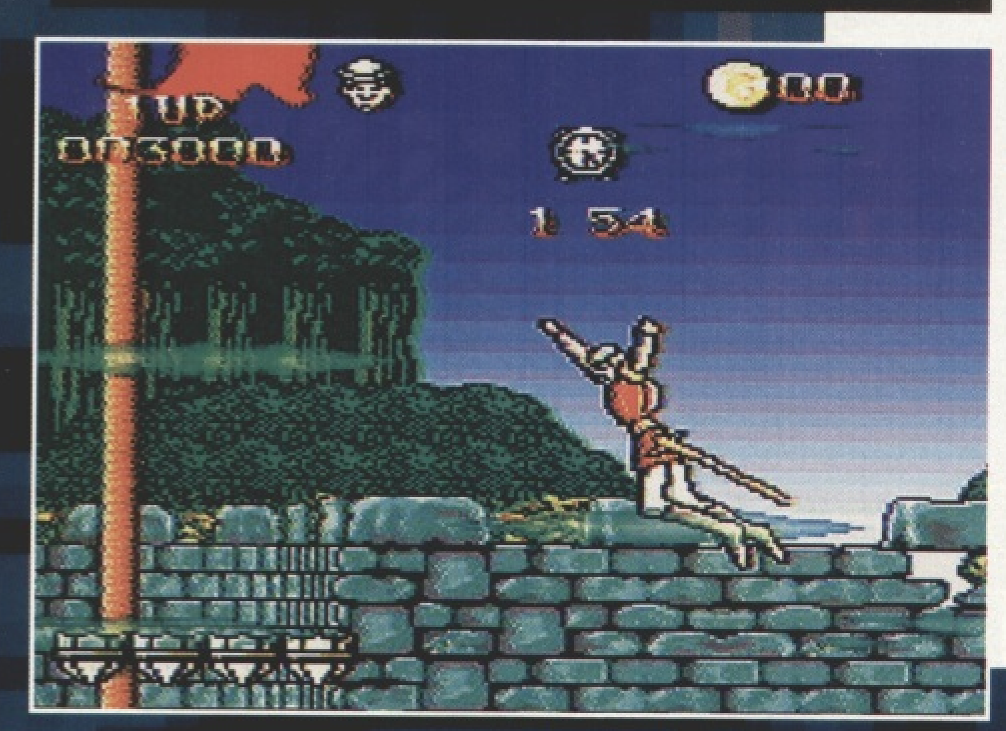


Who took the floor away? Our intrepid dragon slayer in one of the castle's many maze levels. The objective? Find the floor, and then the way out!





Oh God, Oh God... Why does it always have to be snakes, specially big stripey ones with huge fangs?





I can fly... Dirk, displaying the aerodynamics of a brick, practises his leaping about (above).



Not the bravest of dragon slayers at times, Dirk adopts the time-honoured tactic of if-in-doubt-try-to-hide (left).

Looking like a lost embryo, Dirk floats around the murky lake in search of toxic waste barrels and a dry pair of trousers.







Oh no, the Baiter again! Stitch that yer ugly green fanged beastie — it's time to meet your maker!

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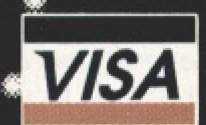


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S.O.B Stories

We're Ed 'n' Oz, Gunns, Shades 'n' Ace, we're always cool, never out of place. Don't mess with us, or get in our face, stay off our backs, get off our case. Send yer letters, to stay in the race, or you're DEAD MEAT!

Marshal madness!

Dear N-FORCE gang,

When I picked up N-FORCE for 99p I was expecting an okay mag. However, with the *Streetfighter 2* pics, AND *Turtles 4*, AND *Bart Simpson 2*, I was both shocked and impressed!

I like the layout, and the female ed is certainly different to other mags. The news pages are also good. I have a few gripes though:

1. The artist: Oli Frey. All his drawings are the same and contain too much violence.

2. The screen shots aren't up to much. Probably the main flaw. Are you using an English PAL SNES?. If so, get a SCART version.

3. Marshal.

4. The number of pages: not enough. The competition (you know who I mean) has far more pages.

5. Marshal.

Sorry if I've put a downer on things, but that's the way it goes.

■ *Ben Jackson, Halifax*

I don't know about putting a downer on things, you seem like a bit of a down-and-out to me mate. I'm not quite sure Ed is a female — she certainly looks like one, but she doesn't fancy me so she can't be!

1. No way! Oli's stuff is the best thing since purple jeans hit Ludlow.

2. We use the most up-to-date methods for grabbing our screen shots to get the best quality possible. Nothing can be perfect all the time — but we're working on it!

3. Yeah, well, 'nuff said!

4. Listen up, we've got more pages this issue and there are more to follow.

5. Hey guy, I've already filled you in — what more can we say!

■ *Shades*



Turning Japanese

Dear SOB,

Well done for an excellent magazine. It's about time us Nintendo fans got a decent mag. The other Nintendo mags are rubbish compared to N-FORCE. The main things I like about your mag are The Yank Tank section done by your American correspondent because no other mag has got anything about America, also the reviews because of having two people reviewing games, so then you get two different views on games and percentages and also the news because of things coming out in the UK.

But why don't you have a Japanese correspondent, to tell people what's happening in Japan, like all the new releases and gadgets?

■ *Martin Norman, Maidenhead, Berkshire.*

Yes, we are rather brill aren't we. As to getting a Japanese correspondent, 'R' only gave us enough cash to get to Dudley castle! But we know a man who was born in Malaysia — which is fairly close, anyway if you want one so bad — bugger off to Nippon and stop asking daft questions. Seriously, we are trying to sort out a contact but he doesn't speak Japanese — or English come to think of it!

■ *Gunns*

Best ever

Yo! Gang,

I don't know a story but I'd like you to answer these very simple questions... please.

1. Is there going to be a *Super Mario Brothers 5*? If so, when will it be out?

2. When will *Streetfighter 2* be out on the SNES?

3. Should I get *The Legend of the Mystical Ninja* or *Turtles 4*?

4. Thanks for helping dudes, I think this is the best mag in the world — do you?...

■ *Gareth Townsend, Harrogate.*

1. Don't know for sure, but I'd hazard a definite maybe...

2. It's out in the UK on grey import as we speak.

3. Depends what you're into really. We've only had a sneak





preview at the old shelly-backs, whereas *Mystical Ninja* we've played all the way through (check out Ace's High) and it's absolutely brilliant!

4. Don't ask damn stupid questions — no doubt about it — N-FORCE is indubitably, unquestionably the BEST!

■ *Ed*

Nit-picking

Dear SOB,

1. Where can I get the SNES asciiPad and how much does it cost?

2. Why did you give *Contra Spirits* a feeble 92%? It deserves 95%!

3. In your news section you talked about a special adaptor for the SNES for 30 quid being released about now, well I got a Universal SNES adaptor three weeks ago for 20 quid!

4. As the ages for console owners are normally 8-15. What's the point in giving out a cinema ticket that only 14.2% of your readers can go and see?

5. SOB is a cheap rip-off of the YOB who answers serious letters to C & VG with pure abuse and no help.

So guys, some people have serious questions so cut the bull and answer them. Oh and just before you answer my letter with sad attempts at abuse, I would like to say a new word to you guys (and gals), the word is MATURITY.

Apart from that the mag's OK. It's good to see some SNES and less of the crappy NES and Game Boy. Cos let's face it, Nintendo's future is in the SNES.

■ *Chris Gale, Petersfield.*

Well Chrissy boy, here's a new word for you, SATIRE, which if you were MATURE, you wouldn't confuse with abuse. Oh, by the way, this is spontaneous and is called — WIT!

1. The asciiPad is available from KC's Consoles priced at £24.95.

2. What are you on?! Perhaps 93.275% would have been more accurate! Get real! Petty quibbles just aren't MATURE and have no place in this quality mag.

3. Some of the cheaper converters — especially the plain PCBs — can have disastrous effects on your SNES and the one mentioned last month was the only one we could recommend at that time.

4. See point 2.

5. I wouldn't know cos I'm MATURE enough to realise that N-FORCE is the only mag to buy.

■ *Ed*

It's brill!

Dear SOB,

First of all, I think your mag is brill. It has far more SNES than any other

mag. Here are some questions:

1. Is it true that Acclaim are bringing out an *X-Men* game? If so when?

2. Are there any other mega-gab Marvel super hero games planned? What are they, and when will they be out?

3. How much will the SNES CD add-on and the games cost? When they are available?

4. How long will we have to wait for *Super Mario World 2*?

5. Will the Super Scope/SNES bundle include Mario?

6. Will there be a joystick for the SNES, if so how will the [L] and [R] buttons be incorporated?

7. Will the *Mario* and *Zelda* CD games be the same (only bigger) as the cartridge games? Or will all the levels be new?

8. Are all the UK official releases going to be £39.99. If no, how much will *Zelda III* be?

■ *Stuart Fenegan, Hockley, Essex*

Phew! You don't want much do you? Well I'll try my best:

1. *The Amazing Spider-Man & Uncanny X-Men: Arcade's Revenge* was launched in the USA this May, so you should be able to get it on SNES import now!

2. Other up-coming Marvel releases include *Wolverine* and *Spider-Man: Return of the Sinister Six* for the NES and *Spider-Man* for the Game Boy. No release dates yet.

3. The SNES CD should be available Spring 1993, but we've no idea how much it will cost.

4. The Mario game's the ace *Super Mario Kart* combining the graphics of *Super Mario World* and *F-Zero* — check it out in our news pages now!

5. The *Super Scope* comes with six games but unfortunately no Mario, sob.

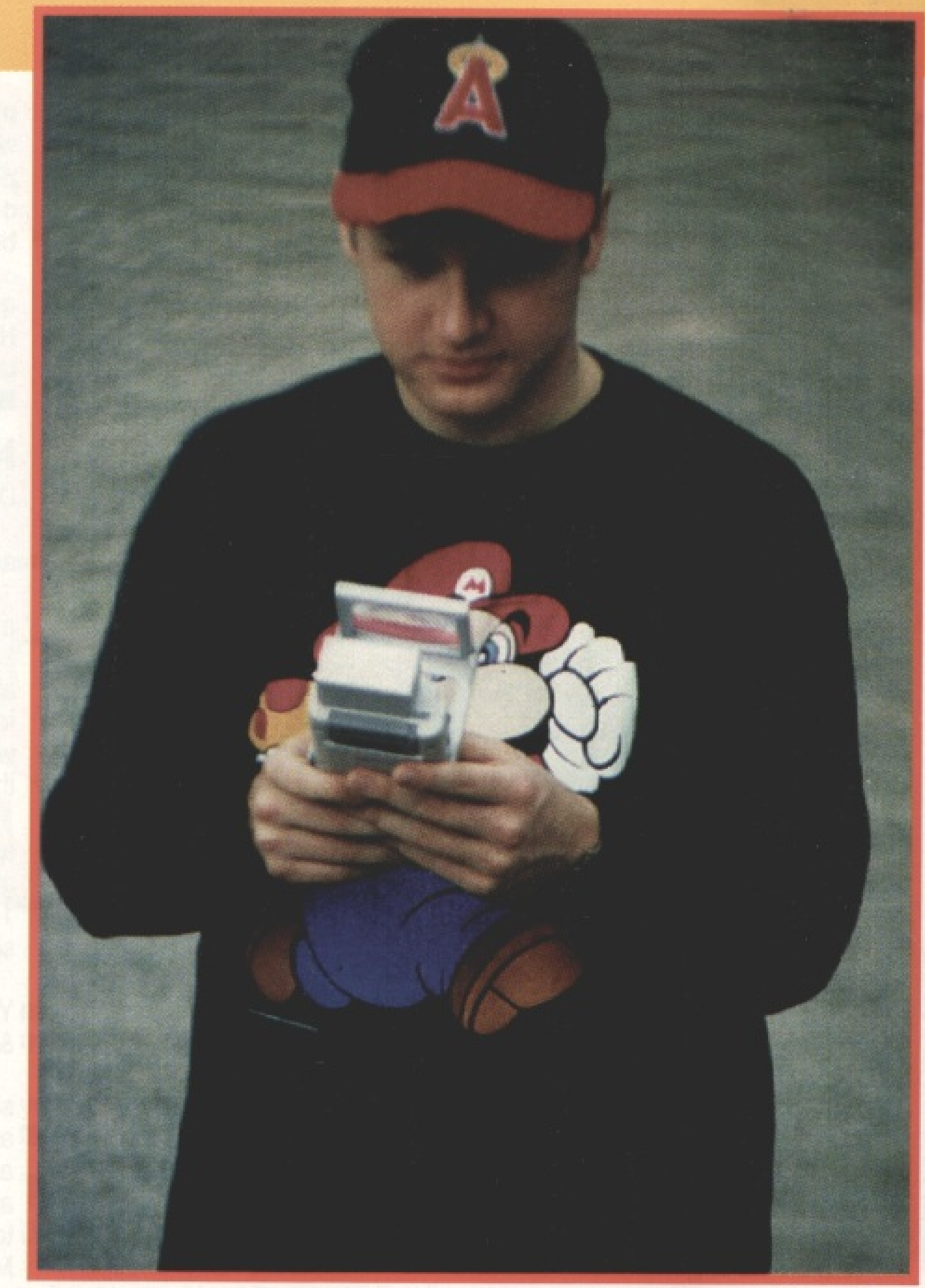
6. Joysticks for the SNES are on their way and will probably just have buttons on the base of the stick for [L] and [R].

7. The *Mario* and *Zelda* CDs will be totally new games from their cartridge cousins — wait to see what they're like.

8. This seems like the standard price at the moment.

■ *Ace*

Okay rat-bags, that's it for now — BOG OFF ! Don't worry WE'LL BE BACK! And if that don't suit you — tough, you boring little GITS cos we don't give a damn, actually!



Win! Win! Scare hell out of yer mates with...

A Freaky Darth Vader Helmet!

Yes folks, the Force can be with you all the time (no, not just by buying N-FORCE, you twerp) with this gruesome Darth Vader mask.

The toughened-plastic spooky disguise will make you a winner at every fancy dress party going (not to mention a hit with the girlies who get off on power figures).

Alternatively, slap it on your bonce at school/work and you can spend the whole day sticking your tongue out at the powers that be and they won't even know you're doing it. Brilliant!

Anyway, enough of the flannel, here's what you have to do…

Force It!

Grab a postcard and scribble down the answers to these three easy peasy questions:

1. What is the relationship between Darth Vader and Luke Skywalker. Is he his: a) Special friend? b) Father? c) Rabid Dog?

2. What colour is Darth Vader's Lightsaber? a) Blue; b) Red; c) Dayglo Orange.

3. Where, in *The Empire Strikes Back*, is Luke Skywalker's and the freedom fighters' base? a) Tosh; b) Moth; c) Hoth; d) Gosh.

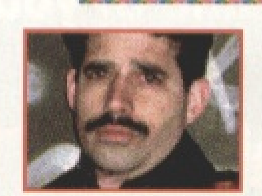
Send in your answers by August 10 to: I'M A COMPLETE BIG HEAD COMPO, N-FORCE, Europress Impact, Ludlow, Shropshire, SY8 1JW.

The editor's decision is absolutely, completely and utterly final (if you want to argue — tough). Please indicate if you don't want to receive news of other exciting offers from other parties.



A powerful

NES



Since blinkin' Yanks always have everything BIGGER and BETTER than anyone else it was down to our very own Yankee Doodle, MARSHAL, to give us the low-down on a new little whopper...

You've probably heard about 'piggyback' cartridges that popped up for the NES a while ago — illegally made carts with four or more games packed in.

Being protective sorta dudes, a not-very-amused Nintendo tracked down the culprits and threw the book at 'em (damn painful —Ed), but the idea of multiple games on one board lived on and developed.

Now imagine each game having the graphic power and playability of a single cart, what could be better?

Enter *Maxivision 15-in-1*. Due for imminent release, *Maxivision* comes with 15 all-new games, but priced at barely more than a single game (retail approx $79 US/£45 UK).

Good games too. With shoot-'em-ups, strategy, adventure — something for everyone.

It's a doddle to get into — the main screen displays all games. Just point to one to see the description below. Hit start and go into the title screen for that particular game. When it's time to move on, just turn the NES off/on — hitting reset keeps you in the same game.

Each game's full and complete, with opening graphics, option menus and everything else.

Anyway, enough of the waffle — here's the gen:

F15 city war

It's a fight to the finish. You've got the F15, armed with machine guns and missiles. The enemy has fighter planes above, and tanks below. Race through the city, wiping out the opposition but watch for their return fire, and don't get caught by the side of a building. Forced perspective gives this a 3-D look, and lots of enemies keep you swerving.

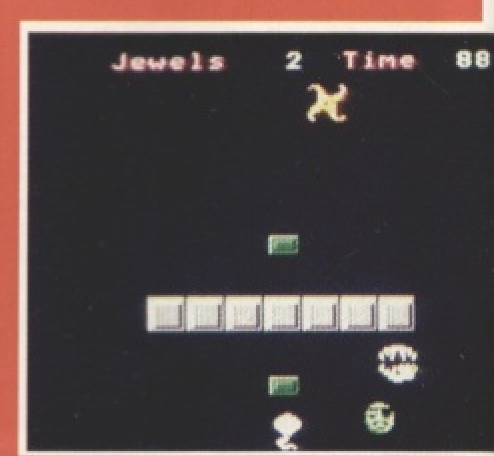


Dudes with attitudes

Great names for the little ball-heads that star here. Become Foxy, Babe, or Bozo and take on pug-uglies that guard gems. Each level looks like a PacMan maze in the recession; very minimalistic. What makes it hard is you can't directly control your character — he's always moving like a ping-pong ball. So just bounce him off blocks and objects to hit the jewels. While avoiding the enemies of course.



Use the map to bounce your way around and find the jewels.



Pyramid

Tetris-like, you'll have no trouble relating to this one. Falling blocks must be oriented at the bottom so that a smooth surface is created. An Egyptian motif does its animation behind the vertically falling blocks — and you can speed them up while rotating them around. A preview window shows the next block to follow.



Match the blocks time again with yet another *Tetris* clone — *Pyramid*.

Double strike

For one or two players, this little beaut includes an 'attract' mode. Fly your fighter through the unfriendly skies, as missiles and enemies attack. Day and night missions create havoc, as does flying over the ocean. Straight-forward horizontal scrolling and a limited supply of ammo for firing are supplemented by power-ups which appear randomly. These restore energy, increase fire power, and confer points.



Dodge those missiles and enemies keen on introducing you to your maker, and look out for power-ups.

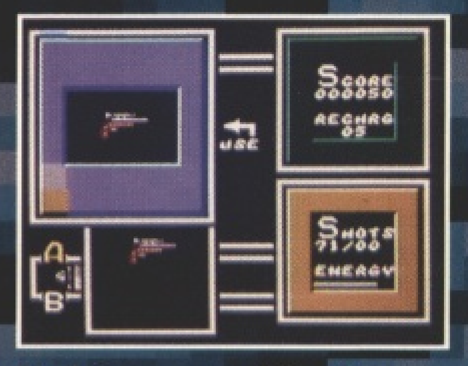


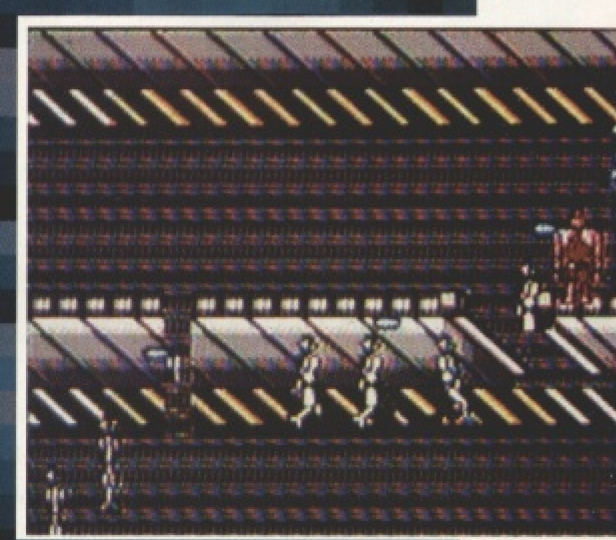
A night mission in *Double Strike*. Limited ammo is a problem, but you can still create plenty of havoc.

vision

Deathbots

Oh the evil of metal-heads. Overhead perspective (birds-eye view), as your hero moves about an underground world filled with menacing machines. Blast 'em to bits, but watch out for their replacements! Pick up the crystals and find better weapons and energy replacements.





Use the score screen (above) to check your status, then head off into the world of the evil metal-head yobbos, killing all in sight.

Chiller

There's always room for a good light-gun shooter (or use the control pad, but that's no fun). The Living Dead rise from the grave, and other ghostly and unholy objects strive to live once more. So blast 'em back to the spirit world to stop their dastardly plan. I like the hands that pop up — smaller and harder to hit than zombies.



Just you, a small gun, and heaps of spooks and greeblies in a graveyard. Your mission — put them underground.

Poke block

What a name. But it's Tetris-clone time again. Line up falling blocks in rows, either up/down or horizontal.

Puzzle

Hmmm, to us as well. This game wouldn't boot on the EPROM I had to work with (excuses, excuses —Ed). Okay, but isn't life more exciting with a few mysteries? (No —Ed!)

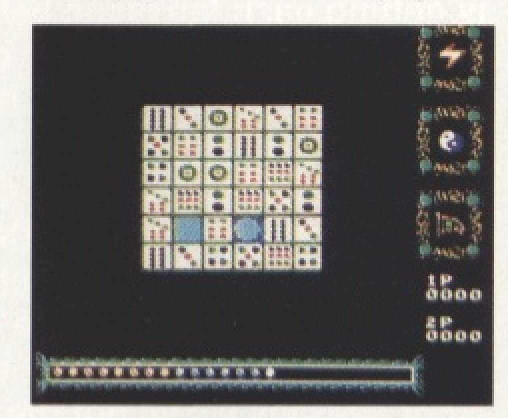


Krazy kreatures

A cute one, with a good sense of humour. Basically you move a cursor around a barren screen as strange animals appear. Each time, collect similar ones using the cursor and place in a row (or in whatever configuration has been asked for). Weird looking things too — it's great the way some burp when bored.

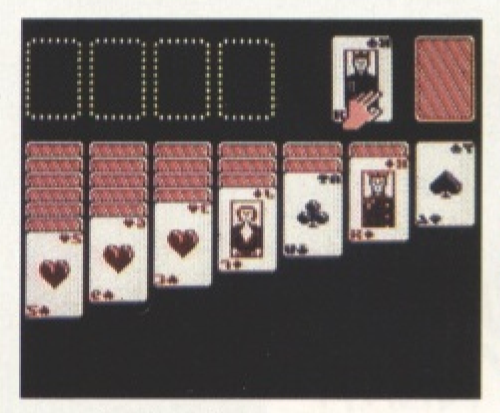
Tiles of fate

It's Mah-Jongg, or Shanghai if you prefer. Controlled with a cursor, this thinking game of tiles is always good.



Venice beach volleyball

This is one of the best of the bunch. Good strong animation and large characters make this as easy on the eyes as it is responsive to your control. Pick the level of difficulty, rules, and number of points per game. Then head for the beach.



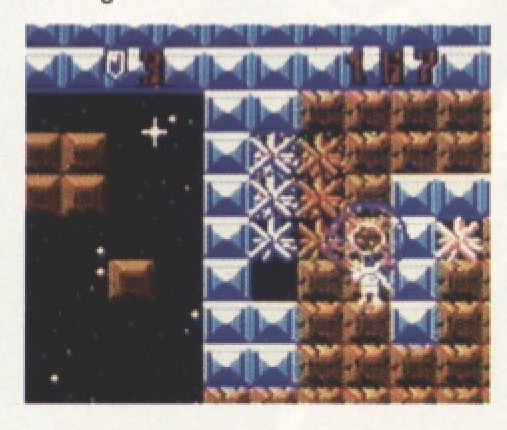
Move that king, keep your ace up your sleeve and watch out for the queens — you guessed it, *Solitaire* again!

Solitaire

The traditional card game. Big graphics, nice background music. What else is there to say?

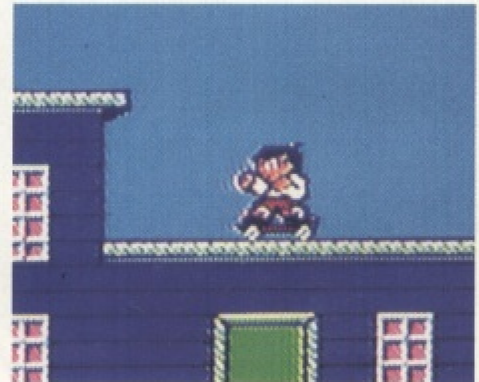
Shockwave

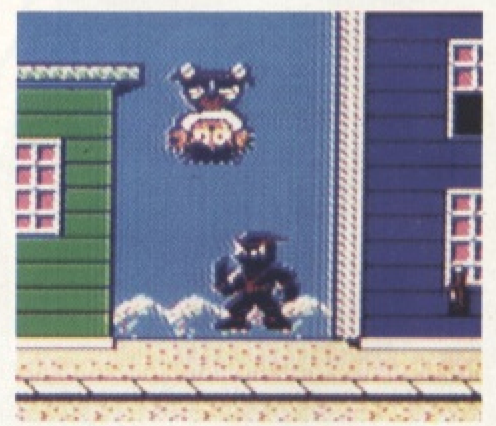
Move through the mazes set in outer space in search of crystals. Blocks can be pushed aside, and there's always the ever-popular raygun for blowing up those that you can't seem to budge.



Menace beach

A rad little dude on a board must save his 'squeeze' from the dastardly fiends who've imprisoned her. Fight off Ninjas and bomb-tossing bystanders. Jump over obstacles, bounce guys on the head, and generally try to survive to the next level.





Well there's the run-down. Take it from me, this little bundle's a right bargain with 15 games packed in, you can't go wrong — miss it at your peril!

Rad rocket deluxe Tennis II

What happened to the first one? Oh well, who cares cos this is a good tennis rendition. Big characters and the ball's easy to see, with controls simple as well. The ref calls out each case of scoring or fouling, and there's a choice of grass or clay courts.



Lob, volley and smash your way to victory in this spiffy tennis sim.



15-love, with a bicep-busting baseline rally.



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NEAT!
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MEAN!
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or Game Boy cos we'
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For NES fans we've got the amazing LaserScope up for grabs — no zapper game'll ever get the better of you again! Voice activated, just clip it on your nut, line up the head-up display, plug in the leads and kick arse! Retailing for around £30 it's yours with your subs for just £4.99!
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doesn't matter if you've got a SNES, NES ve got the ultimate offers across the a fiver!!!



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BACK NUMBERS

Goof Troop

To celebrate Goofy's 60th anniversary, Disney are planning a new cartoon series — and Capcom a new game!

Goof Troop features the antics of Goofy and his son Max as they face the challenges of modern life. The slapstick humour and great animation will make this a real hit!

Mickey madness!

Mickey has a brand new game for the SNES, — *The Mystical Quest starring Mickey Mouse.* Using state-of-the-art graphics and sound Capcom have created a masterpiece to rival any arcade machine.

The seven levels explore many enchanted Disney worlds as Mickey attempts to rescue Pluto from the hands of Evil Emperor.

The Mystical Quest starring Mickey Mouse is going to be one of the best SNES games you've ever seen. Watch this space for more details!



Felix The Cat



Felix the crude rude dude, the cat with a hat and arguably the oldest cartoon character around is on his way to the console courtesy of Hudson Soft. Join him as he attempts to rescue his feline femmé fatal. What a cat!

Speedball 2



It's official! The ultra-violent arcade smash *Speedball 2* is being converted to the Game Boy. The biggest problem will be reproducing the speed and smooth scrolling without losing the quality and size of the graphics. We wish Mindscape every success and we'll keep you up to date with the project.

Future Echo

Check this out! For all the latest and up-coming Nintendo releases from the USA and UK stay tuned to this station!

Top Gear 2



Gremlin are producing a sequel to the brilliant round-the-world racer *Top Gear* (see reviews). *Top Gear 2* will retain all the brilliant gameplay that made the original such a success while giving a whole host of new circuits to conquer. Good news for NES too, as they'll soon be able to get their mitts on the original version!



The Simpsons 3: Bartman Meets Radioactive Man



Take to the skies with some spectacular enemies and the super-powered Bartman soaring the world in a comic book adventure. Inside sources reveal that the graphics are stunning and the sound track funky beyond belief.

Simpsons 2: Bart vs. the Juggernauts

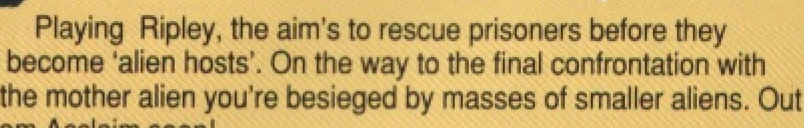
Bart's battling with his favourite 'Juggernaut, USA' TV gladiators with more wacky stunts in his next game. Joust with plutonium rods atop the nuclear power plant and wrestle in a ropeless ring in Moe's tavern. This promises to be another classic.

And for the SNES owners, there's always *Bart's Nightmare* which takes players from The Temple of Maggie to mighty Homer Kong. Coming soon…

Alien 3







Playing Ripley, the aim's to rescue prisoners before they become 'alien hosts'. On the way to the final confrontation with the mother alien you're besieged by masses of smaller aliens. Out from Acclaim soon!

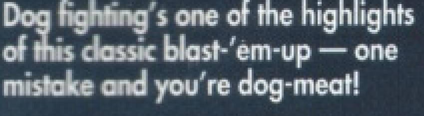


Wings 2: Ace's High

Chocs away for this amazing airborne shoot-'em-up. Intense digitised graphics teamed with a behind-the-plane perspective forge a new blend of realism and play control. Engage in daring bombing runs or enter dog fight mode. Available in October, this is definitely one to keep an eye out for.

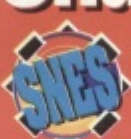






Dog fighting's one of the highlights of this classic blast-'em-up — one mistake and you're dog-meat!

Chuck Rock



Prehysteric antics with the caveman to beat them all. Chuck's wife has been kidnapped by Gary Gritter and the many levels of dotty dinosaurs and peculiar pterodactyls have to be completed before she can be back home doing the washing up (and all those other things wives do!).

Tazmanian Devil

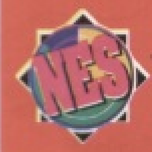
That cheeky little devil will soon be going 16-bit with the new Sunsoft release. Licensed from the Warner Bros. cartoon, this game'll be packed with great animation and lots of other characters will be making cameo appearances. It'll be a spinning time soon on your SNES.



Tiny Toon Adventures 2

Konami are bringing out the second instalment of the cute baby cartoons in time for Christmas and it looks to be another mad-cap cuddly romp with all the regular Toonettes.

Mega Man 5



Capcom have shattered all records by producing seven games based on the same character. In the latest instalment, our hero attempts to foil Dr Wily's sinister scheme with a host of special weaponry and 16 levels to explore.

Terminator 2: Judgment Day



Arnie said 'he'd be back' and he wasn't lying! This block-busting shoot-'em-up title has been a massive hit and will soon be available on the SNES. With increased capabilities of the 16-bit system many of the spectacular special FX seen in the film will be recreated.







Spider Man 2

Spidey's woken from a deep sleep to find he's lost most of his super powers. To get them back he journeys through five challenging levels, including the Skyline, Factory, Fun Fair, and Empire State Building. At the end of each stage there's an evil rogue to waste before moving on.

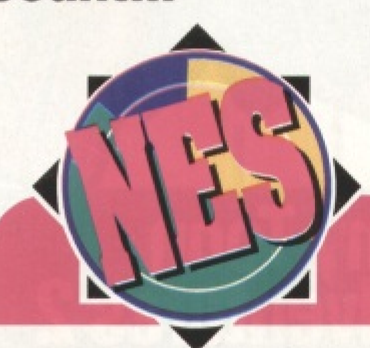
N-FORCE
THE UNOFFICIAL ACTION MAG FOR NINTENDO GAME FIENDS!

Virgin GAMES CENTRE

Chart Toppers

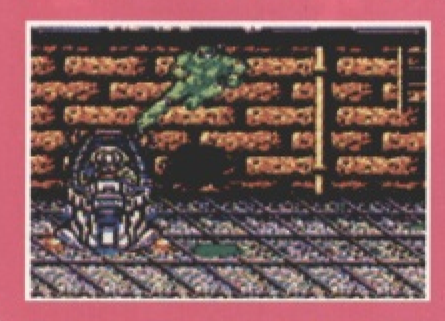
Here's the best so forget the rest cos these are the only charts that count...

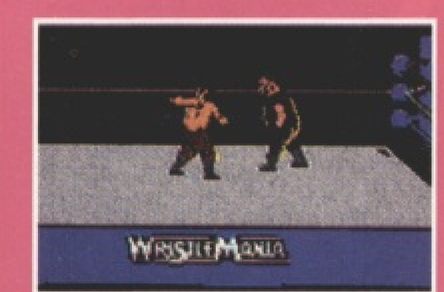
Greetings game fiends! Welcome to the N-FORCE Chart Toppers, our regular monthly feature which fills you in on hottest hits in the British Nintendo gaming world. Brought to you courtesy of Virgin Retail, we'll give you the low down on the top ten games on NES, Game Boy and pretty soon the SNES — as well as any future formats, if and when we get 'em. Anyway enough of the waffle, there's some corkers here. So go for it — read 'em and weep…



Nes

1. Rescue Rangers
2. Super Mario Bros 3
3. Terminator 2
4. Super Mario Bros 2
5. Super Kick Off
6. Turtles 2
7. Little Nemo
8. Turtles 1
9. Donkey Kong Classics
10. WWF Wrestlemania



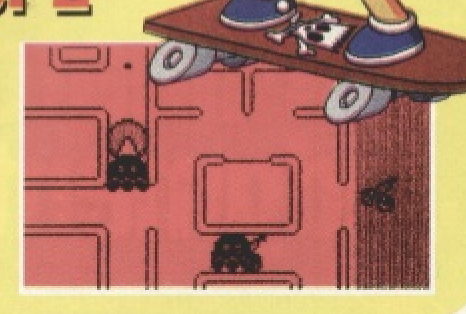


G-Boy

1. Terminator 2
2. WWF Superstars
3. Super Mario Land
4. Super Kick Off
5. Bart Simpson's Escape…
6. Duck Tales
7. Golf
8. Pac-Man
9. Double Dragon 2
10. Choplifter 2

© Matt Groening





Game fiend ghetto!

Okay, that's yer lot for this month on the Virgin Retail front. D'ya agree, or thinks it's a load of ol' cobblers? Whatever you reckon, we want your views. After all, you're the dudes responsible for the charts, cos you buy the games! So get yer arses into gear, put pen to paper and send us yer own Top Ten on whatever Nintendo format you like. Post in your fave list to: IT'S THE TOPS, N-FORCE, Europress Impact, Ludlow, Shropshire, SY8 1JW. We'll slap yer charts together, work out the average and print the final outcome every month as the Game Fiends' Ghetto. Whichever Clever Trevor gets their chart closest to the official version's gonna get a mouth-watering prize!



The Yank Tank!

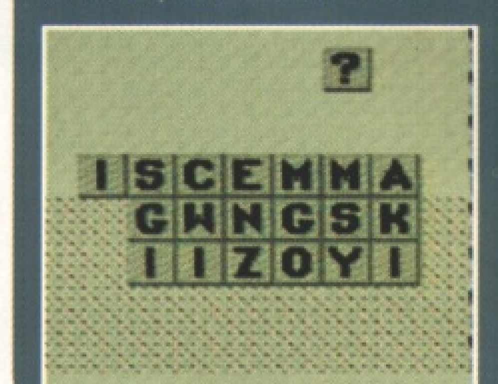
Bigger, badder and more bodacious than ever before, the marauding Marshal is back, bringing you the hottest goss and game tips...

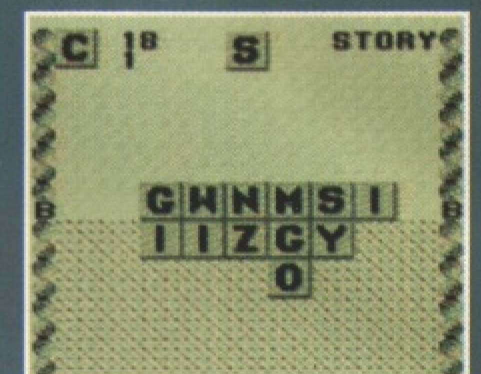
This 'n' That

Scotty, Kirk, and Spock fans can soon follow the exploits of the Enterprise on console. Spectrum Holobyte plans to release the adventure on cart around the end of the year.

Coming out a little sooner is the Game Boy version of *Wordtris*. Designed by the creator of *Tetris*, *Wordtris* challenges you to create words from falling blocks of letters.

To add to the mix, these blocks float on an ocean — additional blocks either lie on top or are pushed under (this accomplished Tetris-style with the keypad).





Another day in court...

The '90s hasn't been a good decade for Nintendo legally. First they lost a multi-million dollar lawsuit over price-fixing the NES, and had to hand out $5 discount coupons to millions of owners.

Then they lost to Galoob in a case over the Game Genie, costing them $14 million against loss of product while the Genie wasn't being sold.

So while the lawyers have been happily enjoying their new cars and boats, it's encouraging to see Nintendo finally win something — the rejection of Atari's anti-trust claim against them. A San Franciscan court says Nintendo hasn't engaged in monopolistic policies hurting Atari.

Keep in mind Nintendo did have exclusive licensing agreements with game developers — it's only been since the SNES that companies have been able to produce a product for non-Nintendo systems.

This was high-stakes in the video gaming business — we're

Hulk in Hiroshima!

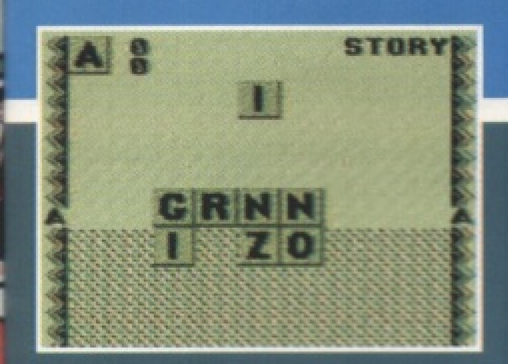
Acclaim's release of hit SNES cart *WWF — Super Wrestlemania* in Japan opens up a new market for US game companies. The first American Nintendo licensee to sell SNES software to Japan, they've set a target of 15 million games this year alone (that's a lotta yen!).

Acclaim has sold in the land of the Rising Sun before, but this is the first time they've tried American game software.

Pinball Wizard



The latest mega gadget to join the ever-increasing Mario bandwagon is this Super Mario World table-top pinball machine. Produced by Playtime and costing $70 (about £44), the gadget features electronic light and sound, digital scoring and Mario-specific sound FX.



Mystery special blocks also descend, there are question mark wild card blocks, and ten levels, which can be timed. Tetris fans will find this an easy one to get hooked on.



This year's big one

Ready for a hot new game? I was at the Fairmont Hotel the night before the recent Consumer Electronics Show when Accolade was dangling carrots about their big release of the year. Unfortunately, the much-touted arrival didn't happen — for some reason the game's been placed on the back burner.

We did find out, however, it features Bobsy the Bobcat, a rambunctious animal taking on a marauding swarm of aliens. Designers say Bobsy will have some 40 distinct animated moves compared to Sonic's eight.

Accolade did show an SNES game worth some notice — *Universal Soldier*. Based on the movie due out this summer, it stars Jean-Claude Van Damme in another violent he-man sci-fi role. More on that later…

Console cost-cutting war!

A US price war has seen the prices of the SNES console and its rival, the Mega Drive (or Genesis in the States), both plummet this month. Nintendo dropped to $99.95 (around £59) for a SNES console and one joypad, and Sega immediately followed (floppin' copy-cats, typical Sega —Ed) dropping to $129 (about £76) for a Mega Drive plus *Sonic* bundle. At this rate we might see the SNES going for total peanuts by the end of the year.

But it's the SNES that draws the attention. New games really take advantage of the box's graphics power — they aren't just dressed-up versions of 8-bit games. The *Addams Family* (Ocean) is a great example.

Viewing, background separation and parallax scrolling lends a feeling of depth to the game, using the special SNES chips.

Rub that lamp!

Yup folks, it's time again for some exclusive NES Game Genie codes. Check these out:

Arch Rivals

Cool dribbling and hoop tossing. More time per quarter? Pop in ALXLNZGU + ALNLPPGU. More speed when running without the ball needs AVNPLAAZ + ATVPAPAZ. For super speed, try IXVOPAGA + IZSPGPGA.

Batman: Return of the Joker

A real toughie, but here are some hot powers to get you through.
SZXZONSE — protection from enemy bullets.
SXSZKXSE — same as above, but protects from collisions.
GEOSPKVN — begin the game with seven backpack energy capsules, instead of none.
GVXILGZA — start off with 100 lives!

Beetlejuice

One of my favorites, and it's easier to type in SZOIYKVK for infinite lives than saying 'Beetlejuice, Beetlejuice, Beetlejuice.'

Bignose the Caveman

A cute one for the younger set, and infinite lives here just requires SXOTPAVG. You can also start right away on Monster Island with a combo of XXXYITSZ + VEKYAVSE + AOUGTAE.

Bill and Ted's Excellent Adventure

This is another goodie from Acclaim (like *Beetlejuice*), and you can have infinite 'good stuff' by typing in OUOOUEOO. Or have Bill start off 99 coins heavy with OOSVAPIO (type in OOKKUTIO for Ted to have the same). For all the skeleton keys in the universe, type in SZKUPXVK, and cheap phone calls (just one coin each) needs SXOTTOSE.

Bart Vs. The World

Okay Bart Simpson fans, we end with a fat bunch of codes just for you!
SZONIPST — infinite lives dudes!
SZVVEKVK — infinite energy.
OLUNPPOP — all the firecracker balls in the galaxy now.
SZNZPEVK — infinite tries to finally get through that card match game.

© Matt Groening



You saw the new SNES *Turtles* game previewed last month. Some say the green guys are past their prime (strange, we thought they'd yet to hit their late teens), but they still sell. Word on the street comes out that Spring 1993 will see the release of their third feature motion picture. Production begins this summer.

ace's high!

Greetings all you jumpin' joypad bashers! It's been a hectic month since we last chatted. I've become an international sex-symbol and millions of pouting babes have been camped outside my penthouse flat begging for a date. Kim Basinger offered to fly me to her secret paradise hideaway. Only trouble was, the airline wouldn't let me take my Game Boy, SNES and NES on board, so I just stayed at home and played *Super Soccer* instead. You see, you've got to get your priorities right if you really want to be a true N-FORCEr! Anyway, thanks to all the cool dudes who've sent in their tips, codes and cheats. Keep 'em flooding in and I'll see y'all next month. Remember the address is...

ACE's HIGH
N-FORCE
Europress Impact
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Super Smash TV



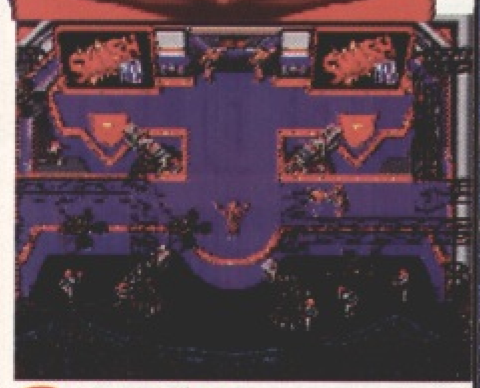
Special mention and thanks go to the godfather of cheats, **Neil Gossage** at **S.N. Software Ltd**, for sending a wheelbarrow full of the juiciest tips around. Try this out for size! To get 7 continues, go to the 1-2 player option screen and move the selection box to 2 players. Press and hold [L] then [R] (on top of the joypad). Press and hold Up and don't release until you hear the immortal word 'Bingo!' Neil also reckons there are secret rooms to the right of 'Total Carnage' in level 1, and to the right of 'Buffalo Herd Nearby' in level 2 and 'Secret Rooms Nearby' in level 3.

If you fancy a real challenge then collect 10 keys on the first level and you can get into the **PLEASURE DOME**. Finding 10 keys is not easy however. Wait until Mutoid Man is in the form where he can't fire back and you can collect as many as you like — if you've got the patience! When you get the message 'You have enough keys' the room down is the Pleasure Dome. When you exit you fight the game show host.

The ultimate challenge is to find five question marks. You find one in each secret room, one in the Pleasure Dome and one when you kill the game show host. Good luck... you'll need it!

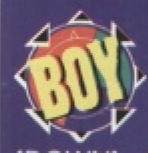
I gave you the map of the first level with the fastest way to Mutoid Man last month, now here's Level 2 as promised. Starting in **ORBS**, the best ploy's to stand at the bottom left hand corner where the Orbs can't get you and blast like a mad dog! You shouldn't lose a life. Next, go down to **FILM AT 11**, right to **DEFEND ME**, then right again to **TURTLES NEARBY**. Down to **THESE ARE FAST**. Keep moving here cos these dudes really burn rubber. Next, it's right again to **BUFFALO HERD NEARBY**, up to **CHUNKS GALORE**, up again to **LASER DEATH ZONE** and finally right to **MEET SCARFACE**. Forget the







Tetris



Antonio Caswell of Brighton, reckons to activate an extra speed game, hold [DOWN] on the control pad when the title screen appears. Press [START], choose your game level, and begin the game. A heart appears next to your level, indicating you're playing fast speed!

Jackie Chan's Action Kung Fu

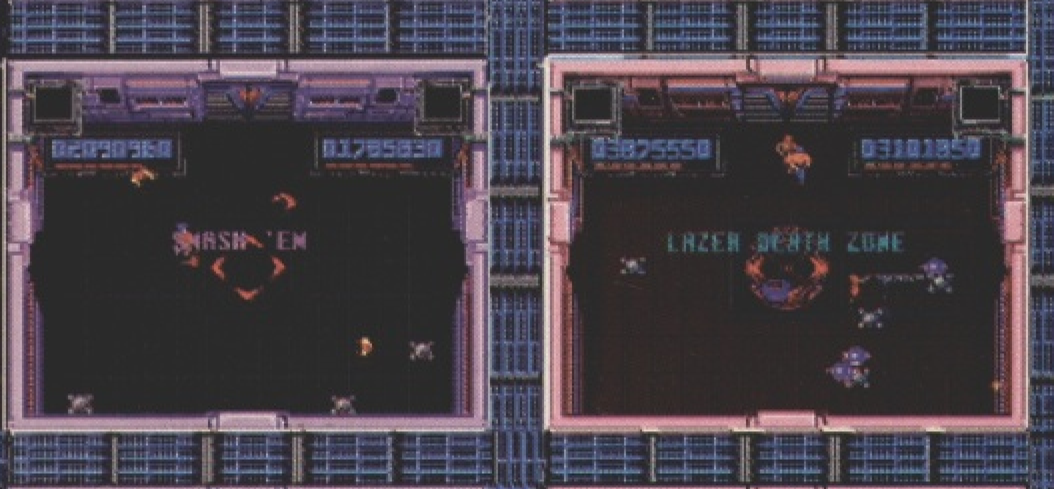


Bonzai-pruning, karate-kicking **Oliver Jones** from Peterborough reckons if you press

small weapons — you need heavy firepower to nail this scuzz sucker! Get in close and aim for the eyes. Don't be fooled when he looks like he's dying — he ain't! Collect as many speed-ups as possible to avoid his charges. Keep blasting and he's yours!









[DOWN] when you die and are offered the opportunity of continuing, you're granted infinite continues. Thanks for the tip mate!

Nintendo World Cup



Want to choose your opponent, then first enter three digits in your password for the match number, then enter two more digits for a team (use the chart). For example, to play in the third match as the Brazilian team, enter 03351.

MATCH SELECT

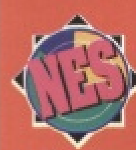
- Match 2: 224
- Match 3: 033
- Match 4: 530
- Match 5: 363
- Match 6: 172
- Match 7: 429
- Match '8: 561
- Match 9: 513
- Match 10: 971

Semi-final: 086
Final: 016

TEAM SELECT

- Argentina: 62
- Italy: 33
- Brazil: 51
- Spain: 38
- Germany: 13
- USA: 31
- Holland: 41
- Mexico: 72
- England: 45
- Japan: 59
- France: 26
- Cameroon: 54
- USSR: 17

Gremlins 2 — The New Batch



Cuddly **Karen Collins** of Newton Abbott, has kindly sent in the codes for this furry frolic. What a lovely lady you are! And here I was thinking Gremlins was something to do with things living in Gunns underwear. Still, you live and learn! Just like these tips!

- **Level 1.1 — GBQK**
- **Level 1.2 — BVKF**
- **Level 2.1 — DXNH**
- **Level 2.2 — CGMW**
- **Level 3.1 — NJTD**
- **Level 3.2 — ZFPJ**
- **Level 4.1 — SHMC**
- **Level 4.2 — VLBB**
- **Level 5.1 — NXRD**

Special thanks to Michael Dean of Herne Bay in Kent for sending in all the codes to get to the final as England

- 1. 03345
- 2. 53045
- 3. 36345
- 4. 17245
- 5. 42945
- 6. 56145
- 7. 51345
- 8. 97145
- 9. 08645

Final 01645

Tiny Toons: Bab's Big Break



Here's a groovy tip to one of my favourite handheld games. To get extra lives jump into the first inverted tree stump on Level 1's second section. Enter a bonus room and play the race game. Choose Sweetie Bird as your opponent and pay the $10 entrance fee. You can easily beat Sweetie and every time you do, you get a 1-Up. Keep racing to rack up your lives. If you run out of dosh, kill off your toon and replay the level. Get more cash and try again!

Star Wars



You've got Simon Dolan of London to thank for this crucial guide to the brilliant NES title. May the force be with you, rebel scum!

Essential items to pick up along the way:

■ Shields — Found in some of the caves on Tatooine. The more shields you have, the easier it is to successfully cross the Asteroid field.
■ Orbs — Ideal for replenishing low energy levels.
■ 1-Ups — Don't be alarmed if you see Luke's severed head. Grab it for an extra life. Talk about getting ahead!

General strategies:

Talk to C-3PO at all times. The whining one's a mine of information. Trust his guidance and you won't go far wrong. Practise your running jumps. In later levels these are essential, so perfect them while you have the chance. Dump Luke's blaster as soon as you get the more powerful Lightsaber. The Lightsaber defeats most enemies with a single hit!

If lives are running low there's a special hidden tunnel in Obi-Wan's cave that solves the problem. As you descend into the cave keep an eye out for a section of wall that appears different. Use a running jump to leap into the section, which reveals itself as a secret tunnel. Jump to the left, clear the shaft, and waste the Sandperson. For your efforts you're rewarded with two 1-Ups.

Another hot tip to use when piloting the Millenium Falcon. When the TIE fighters shoot green lasers at you, don't try to dodge them. Your only chance is to shoot the lasers before they hit your ship. This is easier than it sounds because your gun sight doesn't have to be on your target. As long as your lasers hit enemy targets, it doesn't matter whether they're under the gunsight or in your laser's path. For example, if two lasers are coming at you from opposite sides, aim the gunsight between the two lasers and fire and you get both lasers at once!



Shadow of the Ninja

Stage Select:

On the title screen, hit [A] four times, [B] four times, then [A] [B], [A], [B], [A], [B], [A], [B]. Listen for a small chime and bingo — you've done it. Now hold down the buttons on Joypad One and Two to select the stage you desire.

- ■ Stage 1-2: [B] on Two
- ■ Stage 1-3: [A] on Two
- ■ Stage 1-4: [A] and [B] on Two
- ■ Stage 2-1: [B] on One
- ■ Stage 2-2: [B] on both
- ■ Stage 2-3: [B] on One, [A] on Two
- ■ Stage 3-1: [B] on One, [A] and [B] on Two
- ■ Stage 3-2: [A] on One
- ■ Stage 3-3: [A] on One, [B] on Two
- ■ Stage 4-1: [A] on Both
- ■ Stage 4-2: [A] on One, [A] and [B] on Two
- ■ Stage 4-3: [A] and [B] on One
- ■ Stage 5-1: [A] and [B] on One, [B] on Two
- ■ Stage 5-2: [A] and [B] on One, [A] on Two

Sound Test: activate the Stage Select as above. Now hold down [A] and [B] on both joypads, then press [START].

Rolling Thunder



Welly-here, dudes! Here are the passwords for this crazy-horse of a game!

■ Story 1, Area 3:	6426099
■ Story 1, Area 5:	1450064
■ Story 2, Area 7:	6609809
■ Story 2, Area 9:	3495242
■ Story 3, Area 1:	6692956
■ Story 3, Area 2:	4516110
■ Story 3, Area 3:	6396857
■ Story 3, Area 4:	4249741
■ Story 3, Area 5:	6916079
■ Story 4, Area 6:	7236972

Castlevania II



Nick Baker from **Bedfordshire** sent all the codes for this whips and chains bondage bonanza!

Crystal Castle —	BLANK, CANDLE, HEART, HEART
Rock Castle —	CANDLE, HEART, HEART, CRYSTAL BALL
Plant Castle —	CANDLE, HEART, CRYSTAL BALL, CRYSTAL BALL
Cloud Castle —	HEART, HEART, CRYSTAL BALL, BLANK
Dracula's Castle —	HEART, CRYSTAL BALL, CANDLE, BLANK

Nintendo World Cup



If you want to choose your opponent, first enter three digits in your password for the match number, then enter two more digits for a team (use the chart). For example, to play in the third match as the Brazilian team, enter 03351.

MATCH SELECT

■ Match 2:	224
■ Match 3:	033
■ Match 4:	530
■ Match 5:	363
■ Match 6:	172
■ Match 7:	429
■ Match 8:	561
■ Match 9:	513
■ Match 10:	971
■ Semi-final:	086
■ Final:	016

TEAM SELECT

■ Argentina:	62
■ Italy:	33
■ Brazil:	51
■ Spain:	38
■ Germany:	13
■ USA:	31
■ Holland:	41
■ Mexico:	72
■ England:	45
■ Japan:	59
■ France:	26
■ Cameroon:	54
■ USSR:	17

Thanks to Michael Dean of Herne Bay in Kent for sending in all the codes to get to the final as England

■ 1.	03345
■ 2.	53045
■ 3.	36345
■ 4.	17245
■ 5.	42945
■ 6.	56145
■ 7.	51345
■ 8.	97145
■ 9.	08645
■ Final	01645

Teenage Mutant Ninja Turtles



Bonus game select:

When you see the stage select screen press [A] and [B] simultaneously and a question mark appears on the menu. Select the ? and hit [START]. Now you can play any of the three bonus games!

John Madden's Football



If anybody out there's been mad enough to buy this horrible conversion, here are some codes. Though why you'd want to play this game for longer than five minutes is seriously well beyond me!

- Buffalo: BBBF7G7CNR, BBBF78JF1M
- Chicago: BBBF8C8JJS, BBBF8H42YP
- Cleveland: BBBDDGT4N8, BBBDDN4HBP
- Dallas: BBBFDP7ML5, BBBFD75N6I
- Denver: BBBM6RFLST, BBBM626M75
- Green Bay: BBBKCLKTFT, BBBKC9YMGY
- Houston: BBBLCT7WTZ, BBBLC20XW6
- Indianapolis: BBBNBNJTUR, BBBNB5LBCJ
- Miami: BBBMGSS254, BBBMGW52C3
- New Orleans: BBBNKYJOWY, BBBNK591Y5
- New York: BBBFV21HMS, BBBFWWBKRT
- Pittsburgh: BBBGY3STO4, BBBGY47J5L
- Seattle: BBBKY96X15, BBBKZURZML

Teenage Mutant Ninja Turtles II

To get 10 lives and find the Stage Select

On the title screen, hit [B], [A], [B], [A], [U], [D], [B], [A], [L], [R], [B], [A], [START]. The words Stage Select appears on the screen. Use the joypad to select your stage!

Gargoyle's Quest

If you want to get to the sixth and final town with maximum lives, gold and weaponry, simply enter the password: NPAN-RRXY. Thanks to **James Nightingale** of **St Albans**.

Contra



Special thanks to **Simon Simpson** of Leicester for this handy cheat. To get 30 lives in this exciting shoot-'em-up follow these instructions. When the title screen stops scrolling, press [UP], [UP], [DOWN], [DOWN], [L], [R], [L], [R], [B], [A], and [START] — quickly!

And there's even a sneaky way to steal lives from a second player. When you die, hold down [A] and [B] at the same time.

UN Squadron



Here's an obscure tip for this super high-flying shoot-'em-up from **Rob Tippleton** from **Flames in Dorset**. Go to the option screen and highlight the difficulty setting using joypad one. Now connect joypad two and hold down [A] and [X]. While holding these down, alter the difficulty setting with joypad one. A secret level appears called 'Gamer Test Your Skills.'

Super Tennis

Lob this in your diary's tipsters. Even Shades uses this one so scrawl it on anything handy, NOW! Use this smashing tip to take Meyer to the New York finals and beat 'em all with this password:

4IH7Z7M CSYP6X
QVK9NPY GR6C29C
G9VHJSV K8XD3HR
RTLVRSK ZST



Everyday can be a strawberries-and-cream day with these two smashing tips. The first is for round eight. The second gets you into the legendary exhibition match.

1: 9DVHPDR YL?VITX
NGLQOHW 3C5H6GD
TGLZTL8 XD3HRFT
LWJNLMN OJ4

2: K8XD3HR FTLWJPC
2GNYBQI 4065C6P
DJSTK8X D3HRFTL
WJPVKMW IJJ

Pipe Dream





Here are some passwords to this thoroughly-addictive puzzle game.

- Level 5: HAHA
- Level 9: GRIM
- Level 13: REAP
- Level 17: SEED
- Level 21: GROW
- Level 25: TALL
- Level 29: YALI

Skate or Die 2



Phil Brush from **Hemel Hempstead** has found a stage skip which makes this rad game much easier. Begin the game and enter any action scene. On Joypad Two press [START], [A], [SELECT] and [B]. Push [R] to warp to the mall level, [L] to jump to the beach, or [U] to go straight to the Plant level.

Captain Planet

Paul Bishop of **St Helens** came up with these ultra-green codes:

- Stage 1-2: 763 754
- Stage 2-1: 955 783
- Stage 2-2: 637 511
- Stage 3-1: 148 574
- Stage 3-2: 786 565
- Stage 4-1: 920 272
- Stage 4-2: 799 274
- Stage 5-1: 344 551
- Stage 5-2: 829 443
- End Game: 506 210

Track and Field II



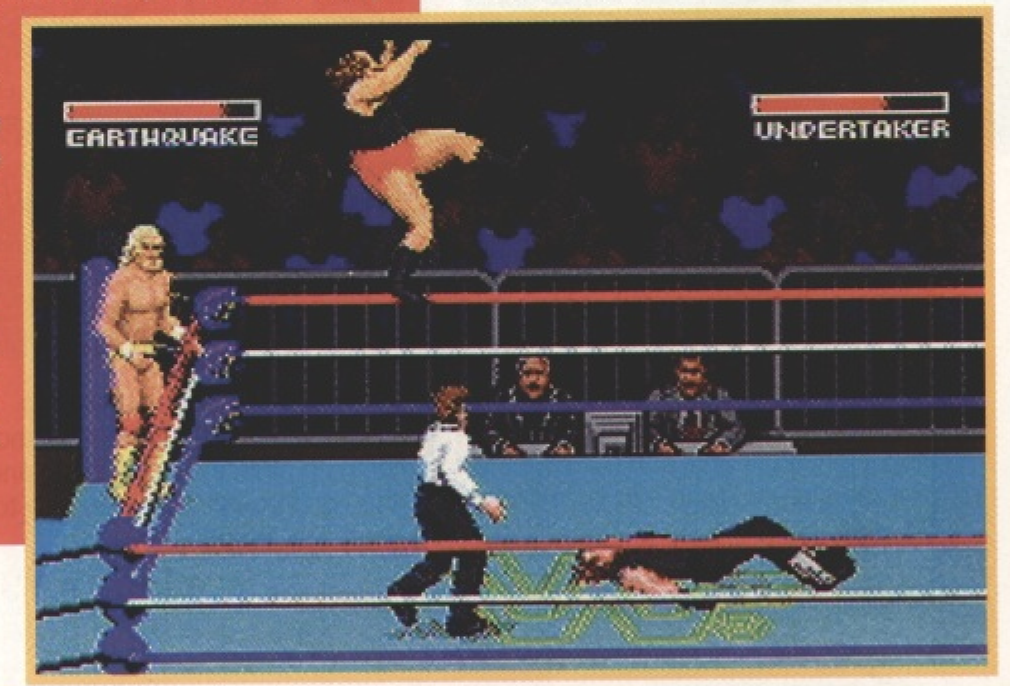
Cathy Davies from **Torquay** has found a cunning way of getting to the last day of the Olympics without working up a sweat. Check out these codes:

- US: 54HLPHJNI
- Soviet Union: 2M1SPZJWS
- France: 5ZHDPZJ2S
- Great Britain: YAWWWHJ4S

Super Wrestlemania



If you're having a few problems with this brilliant wrestling sim, here are a few handy pointers. The computer concentrates on grappling, so either practise with a mate first or select a nimble wrestler and stay out of the computer's range. Punch and kick from a distance then move to avoid being caught. The most energy-sapping moves are the clothesline and the hiptoss out of the ring ([X] and [B] respectively while your opponent is running towards you). If your opponent is a huge guy like Typhoon or The Earthquake, kick him to the ground and stomp on him using [A]. A couple of good stomps soon brings him down to size! Now stay out of the way and punch and stomp for all your worth. Victory is yours for the taking.



Super Mario World



The secret key positions! (By SHADES, our resident Mario expert!) **Remember that all levels marked with a red dot on the map have more than one exit from them!**

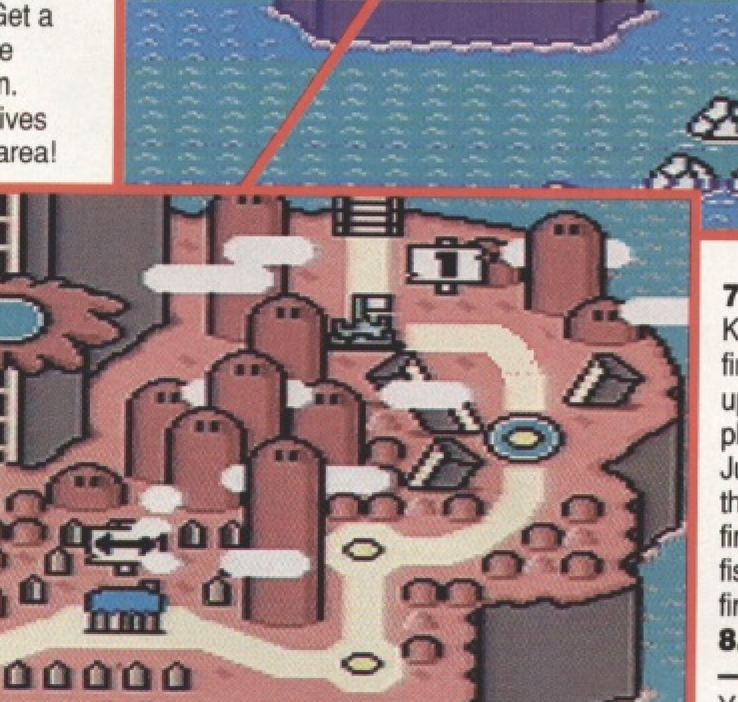


1. Donut plains1 — Just before the end of the level there are a block of green squares going up. If you've triggered the green switch palace then run up the blocks. If you haven't just use the cape to fly up.

2. Donut plains 2 — Go up the second green pipe. Spin on the blocks covering the shell, making sure you don't destroy it. Throw the shell up to hit the highest block. A plant grows out of it. Climb this to find the key!

3. Donut secret 1 — Swim right and pick up the switch plate. Carry it right remembering that Mario can't swim properly when holding an object. When you reach the coins and prize block near the key hole jump on the plate. Hit the block to reveal a key!

4. Donut ghost house — Get a cape then fly up to the left of the house and get onto the platform. Keep going right for four extra lives and entrance to the top secret area!



5. Vanilla zone 1 — Once you have visited the red switch palace move right as normal and climb up the new red blocks. Climb a plant to find the key!

6. Vanilla secret 1 — Move up and right, bashing the two plants and climbing up. With the cape, fly up and left then go through the green pipe to discover Star World!

7. Vanilla dome 2 — Keep moving right until you find the gap going up. Jump up and left to find the switch plate. Carry it left and bash it. Jump the gap and go down through the coins then left to find the key — take it past the fish to the key hole and you find the Red Switch Palace.

8. Cheese bridge area — Walk and fly right with Yoshi then fly under the finishing post. Spin and jump off Yoshi's back when you pass the line. There's another finish line to go through and extra lives too!

9. Forest of Illusion 1 — About half way through the level you see a key hole below. To reach it go right and pick up the power balloon from the yellow block — use this to fly under the platform, dodging the koopa and collecting the key.

10. Forest of Illusion 2— Swim right dodging the fish and not going

down the dead ends! Eventually the maze has a tunnel leading left. Down there is a key and entrance to the blue switch palace.

11. Forest of Illusion 3 — Move right until you find the last high green pipe. Go down this and spin on the blocks to collect the key.

12. Forest Ghost House — Run through the ghosts until you find the switch plate. Carry it right and collect the long line of coins. Now hit the plate and go through the blue (not yellow) door. Go up and left, past the first door and through the second for three lives and an exit!

13. Forest of Illusion 4 — Go right until you come to the blue pipe in mid-air. Fly up and go through the pipe to find the key and another exit!

14. Chocolate Island 2 — There are a number of exits from this level. It depends on the number of coins you've collected and the time you have remaining! Experiment to discover new levels!

Climb the plant to discover the key and entrance to a new level in the Vanilla Zone. (above)
Avoid the spooks for four lives and a secret exit in the Donut ghost house. (below)



15. Chocolate Island 3 — Go right to the end of the level and fly up underneath the first exit to discover another to go through!

16. Valley of the Bowzer 2 — Move through the first three sections until you get to the end of the yellow moving floor. You can go up above the screen by jumping up and left from the over-hanging yellow platform. Move left out of sight and you find a secret room with another key hole!

17. Valley of the Bowzer 4 — Reach the end of the level with Yoshi and he can use his tongue to grab the key through the wall. Now you can go 'through the keyhole'!

To find the Soda Lake perform a spin jump from Yoshi's back as he floats under the exit!



18. Star World 1 — Smash your way down through the blocks on the far right side to find the hidden exit!

19. Star World 2 — Instead of going through the pipe at the end, swim underneath it to find the key.

20. Star World 3 — Knock the bloke out of his cloud with a magic block. Hit the switch plate and jump into the cloud. You now fly up through the gap. The key is on the left and the key hole on the right.

The second level of the Valley Of Bowser holds more surprises for Mario. Jump up and left from here to disappear above!

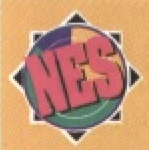
21. Star World 4 — You trigger the red and green switch palaces before completing this level! Go right until you find the blocks underneath the main platform. Grab a shell and go down. Hit the question mark block and get the key.



Avoid pointed sticks as floating Mario or he will pop!

22. Star World 5 — Get to the switch plate and hit it while hitting the yellow block above. Face right and the trail of blocks forms a long platform. Use this as a runway to take off with the cape — up in the top of the level is a secret section with another exit!

Low G



These passwords make life much easier, believe you me!

Level 2:	MICH
Level 3:	ELLE
Level 4:	ISAC
Level 5:	BILL
Ending:	YES and HEART
Sound Test:	SONG
Challenge Level 1:	MARU
Challenge Level 2:	TERU
99 Lives:	SHOT

Pilot Wings



Fancy getting your wings via the back door? Well use these level codes come from top aviator Shades, who completed this game in record time and you'll be laugh all the way from the Aerodrome.

- Level 2: 985206
- Level 3: 394391
- Level 4: 520771
- Helicopter mission: 108048



LEMMINGS



After many hours of round-the-clock playing, the gang (well, I) have put together this comprehensive list of passwords. Those rodents with a death-wish will never cause you any problems again.

Fun skill level

- Level 1: SRDTPT
- Level 2: MJDVLXT
- Level 3: ZBHPRLQ
- Level 4: GWSXMHK
- Level 5: NCDKKWG
- Level 6: CKWDRKV
- Level 7: HCBSMGV
- Level 8: JBKZQGS
- Level 9: MMDMKKX
- Level 10: SKFKNNB
- Level 11: LXNLJCP
- Level 12: MTPCTNP
- Level 13: PCLSRCP
- Level 14: KPMDGXZ
- Level 15 TLVKLSW
- Level 16: HMHRSDR
- Level 17: MFLFHSH
- Level 18: QXPKCHB
- Level 19: MWRTLNR
- Level 20: GMXCWPS
- Level 21: KBXNLPB
- Level 22: DVJJBGM
- Level 23: LGSSCZL
- Level 24: MVGDKVX
- Level 25: LSQHCQS
- Level 26: SXRQMVR
- Level 27: PMQJPMX
- Level 28: DHBPTWQ
- Level 29: BCXLWVV
- Level 30: FXWBBSL

Tricky skill level

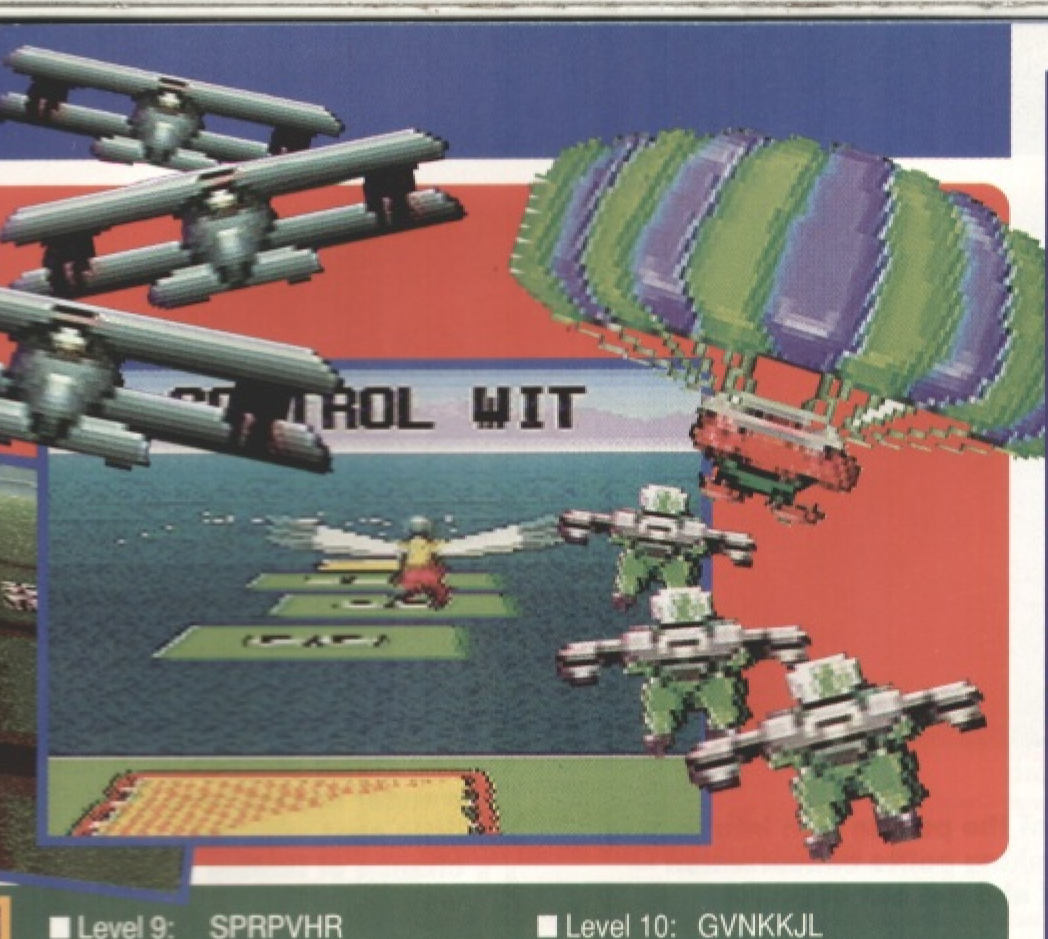
- Level 1: MGQZMGG
- Level 2: LXSFDXB
- Level 3: ZRVXBWQ
- Level 4: NKVKRTB
- Level 5: GJWDHMG
- Level 6: DJCQQZT
- Level 7: JHSVCQL
- Level 8: RCHFGNN
- Level 9: BJWVRCQ
- Level 10: RFPZFBJ
- Level 11: JKJBRMQ
- Level 12: MZDCDTC
- Level 13: ZVMQKXB
- Level 14: ZZRHJPL
- Level 15: JFLKJPX
- Level 16: JQXRNGJ
- Level 17: WFVBVJP
- Level 18: KWVBVJP
- Level 19: TTKLKZT
- Level 20: NNFFQPV
- Level 21: ZNXBKMP
- Level 22: QSLQWTJ
- Level 23: BGFVMFR
- Level 24: PQZWDKM
- Level 25: SBCMSJS
- Level 26: BDGQRNX
- Level 27: XPPBQWL
- Level 28: JQSPRH
- Level 29: GCLKJMQ
- Level 30: SRWGXZM

Taxing skill level

- Level 1: PQFPTBP
- Level 2: HPLHRXL
- Level 3: CPZRSRV
- Level 4: SMSWSPW
- Level 5: DXCQKRX
- Level 6: MDGMJLV
- Level 7: WZWSDMK
- Level 8: HZBCFQM







- Level 9: SPRPVHR
- Level 10: BWCBKXJ
- Level 11: WRFVJDL
- Level 12: GGBCXXS
- Level 13: TTXQXQL
- Level 14: DCBBNH
- Level 15: WCBLDQX
- Level 16: PFVFXCR
- Level 17: NKVCKDN
- Level 18: QPDDJFB
- Level 19: QBGBPSW
- Level 20: JLXJWNW
- Level 21: JLHFSRF
- Level 22: WCLJNNK
- Level 23: LVFHHMM
- Level 24: MHNNCPC
- Level 25: RNMKXLP
- Level 26: XZZSDDN
- Level 27: BBTSGZC
- Level 28: LXFLJPX
- Level 29: QKZVKFT
- Level 30: WFCSHNT

- Level 10: GVNKKJL
- Level 11: DXCDGNH
- Level 12: GWJTPLW
- Level 13: LNZNHWM
- Level 14: MZXZKZC
- Level 15: RWLTTCQ
- Level 16: LGJCRKM
- Level 17: SQXKBZN
- Level 18: WXTBWCB
- Level 19: NPKNRKV
- Level 20: PZQWRGP
- Level 21: DZTHVNL
- Level 22: RMDTBFQ
- Level 23: FCSLSPK
- Level 24: RNHQXVM
- Level 25: LTGGNDXH
- Level 26: LHLTDDV
- Level 27: HCBBKHV



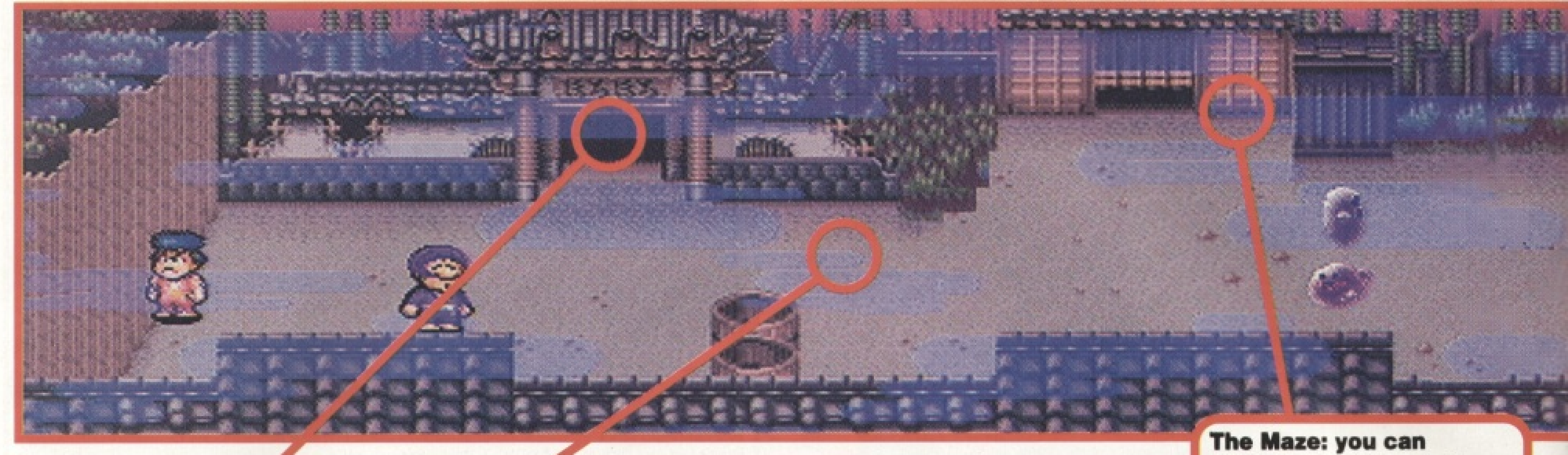
Mayhem skill level

- Level 1: XNMTWVD
- Level 2: KDTJQQR
- Level 3: VNTGWRB
- Level 4: SQDLCRR
- Level 5: JHQTCPD
- Level 6: RQXNVNP
- Level 7: CBWMMLG
- Level 8: LCVDQWL
- Level 9: KDHWTJL

- Level 28: MWLGVQJ
- Level 29: GSPQCRQ
- Level 30: ZTTGRFH

Sunsoft skill level

- Level 1: TPCWFMP
- Level 2: WSJCLDX
- Level 3: PVNRCMV
- Level 4: HZSQQNV
- Level 5: KCGHCBATMAN



You've made it to the end of the level. Exit this gate to proceed to the Warlock Zone.

Enter this area and all of the people turn into ghosts — don't hang around making polite conversation — run like mad to the exit and get out of there!

The Maze: you can wander around here for little cost with the chance of finding great wealth.



Boarding House: if you want a bed for the night, this is the place. However, not all of the rooms are five-star accommodation. Whichever you decide to take, a kip always does you good.

The General Store: pop in and spend your hard-earned cash on items to aid your quest — sandals for extra speed, pizza to take-away, or even the occasional bomb!



The Astrologer: this old codger's a total waste of space!

Geisha House: enjoy the age-old wonder of the tea ceremony and some other stuff too! Of course, you could always play dice instead!

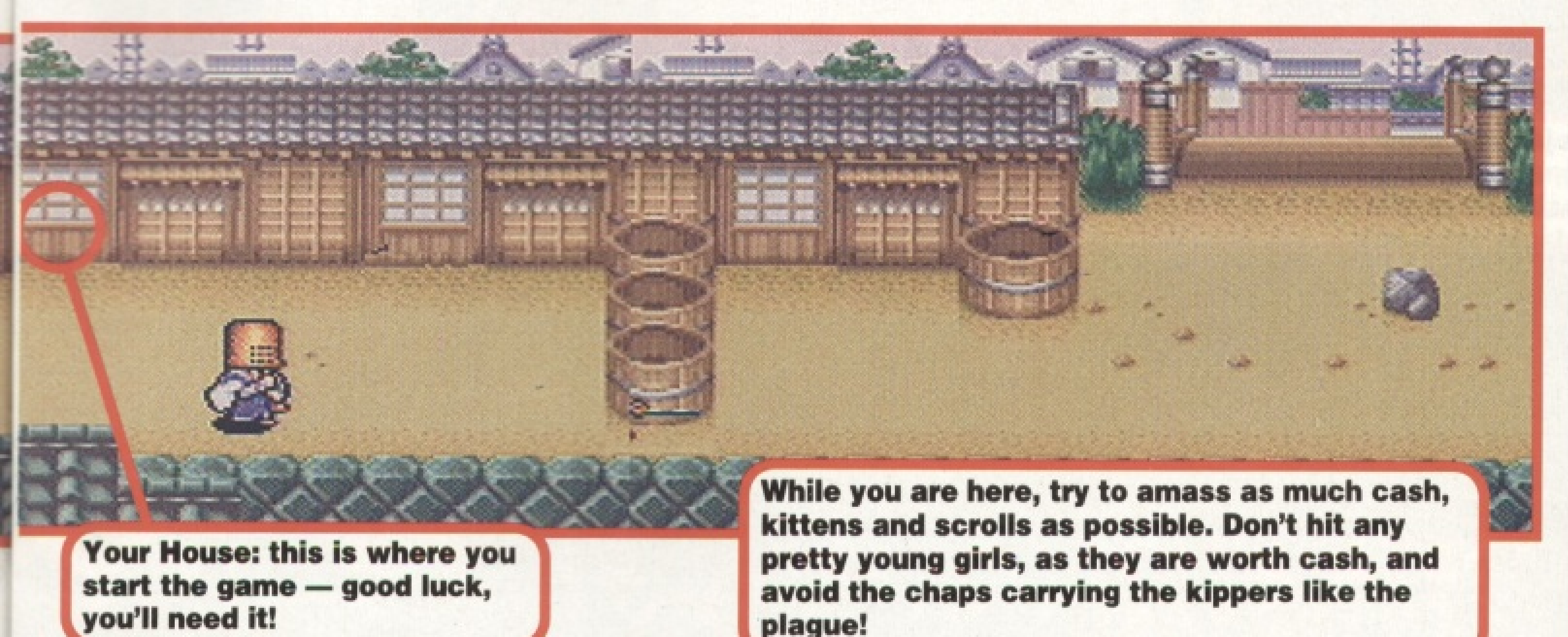


Welcome to the Warlock Zone: use the mystic piggy back and you won't go far wrong. Clobber everything in sight but keep an eye out for the bamboo pits!



The Candy Shop: choose from a selection of three sweetmeats, each of which have varying beneficial effects on your health.

The Job Centre: wanna earn some more cash? Three jobs are on offer here, all of which you will find quite difficult to complete and so probably won't get paid.



Your House: this is where you start the game — good luck, you'll need it!

While you are here, try to amass as much cash, kittens and scrolls as possible. Don't hit any pretty young girls, as they are worth cash, and avoid the chaps carrying the kippers like the plague!

Travel Agent: once you've destroyed the end guardian in the Warlock Zone, return here to purchase a package tour to the next level — if they ask if you'd care for a travel log say 'yes', cos this is where you get the password from.

You don't need to enter this area until you have cleared the Warlock Zone, unless you really want to!



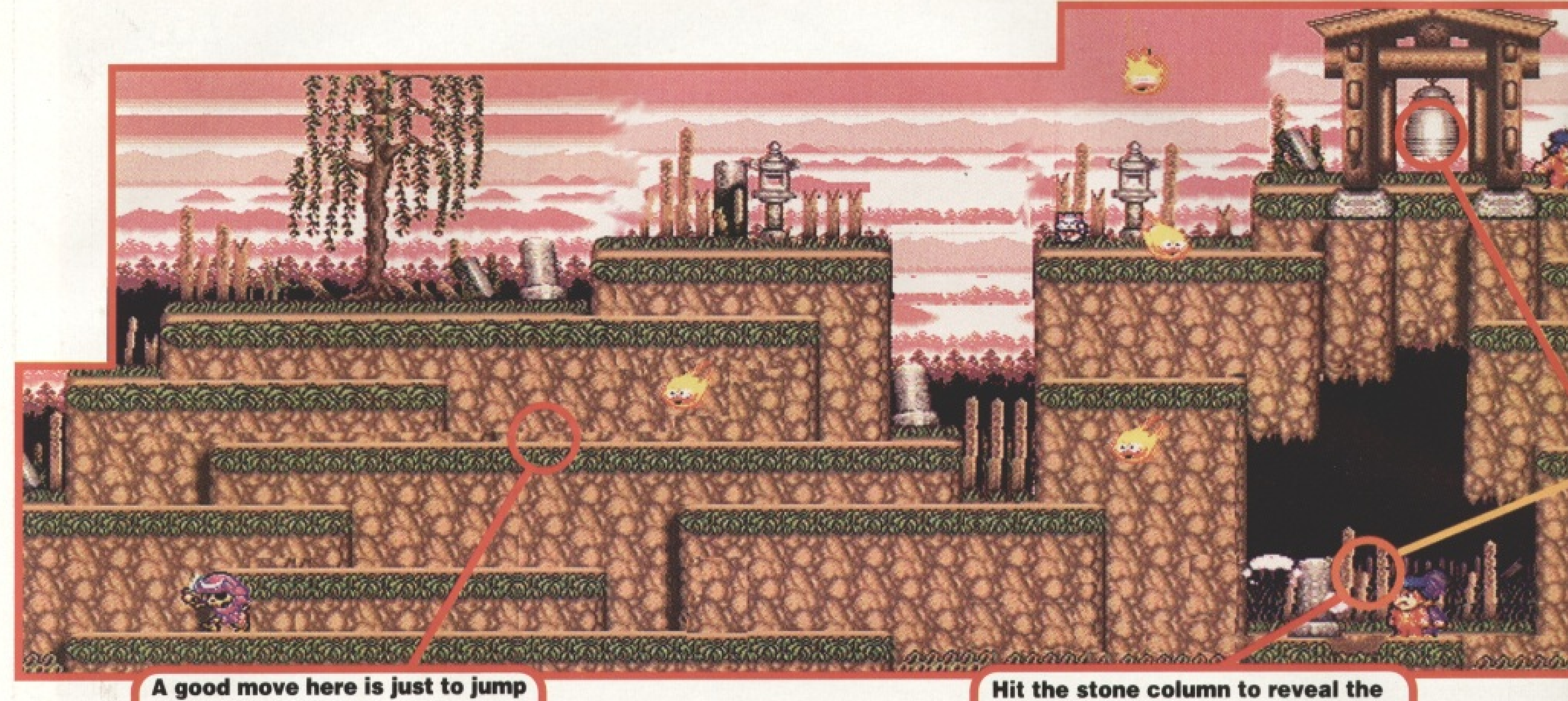
The Legend Of The Mystical Ninja



Okay sushi-lovers, last month Gunns reviewed this brilliant Japanese beat-'em-up based adventure and now we've got together, mapped it and put together a kimono full of the hottest tips around! The most important thing in ***Mystical Ninja*** is to take your time and explore! Hang around early levels, where enemies are weakest and collect as many coins, scrolls and power-up's (cuddly kitty's) as possible. Keep an eye out for gorgeous geisha girls or old grannies. Don't kill them! Instead, rescue them for $100 or $50. Move on to the next section when you get the Yokahamma yo-yo or the enormous novelty comedy party blower. There's no problem mashing the enemy with these brilliant, bendy, extra-long weapons!

Shops on the early levels contain nothing exciting, so save your cash for projectile weapons to kill the first level guardian. Use your dosh wisely and you'll be able to afford useful extras like bombs, shoes and even extra lives!

The map has been put together in the order you see the sections on the screen. You begin the game in the middle of the first level and you can journey either above or below your starting position. Keep your bearings and follow the handy tips to reach places you've never seen before!



A good move here is just to jump a lot!

Hit the stone column to reveal the entrance to the secret room.

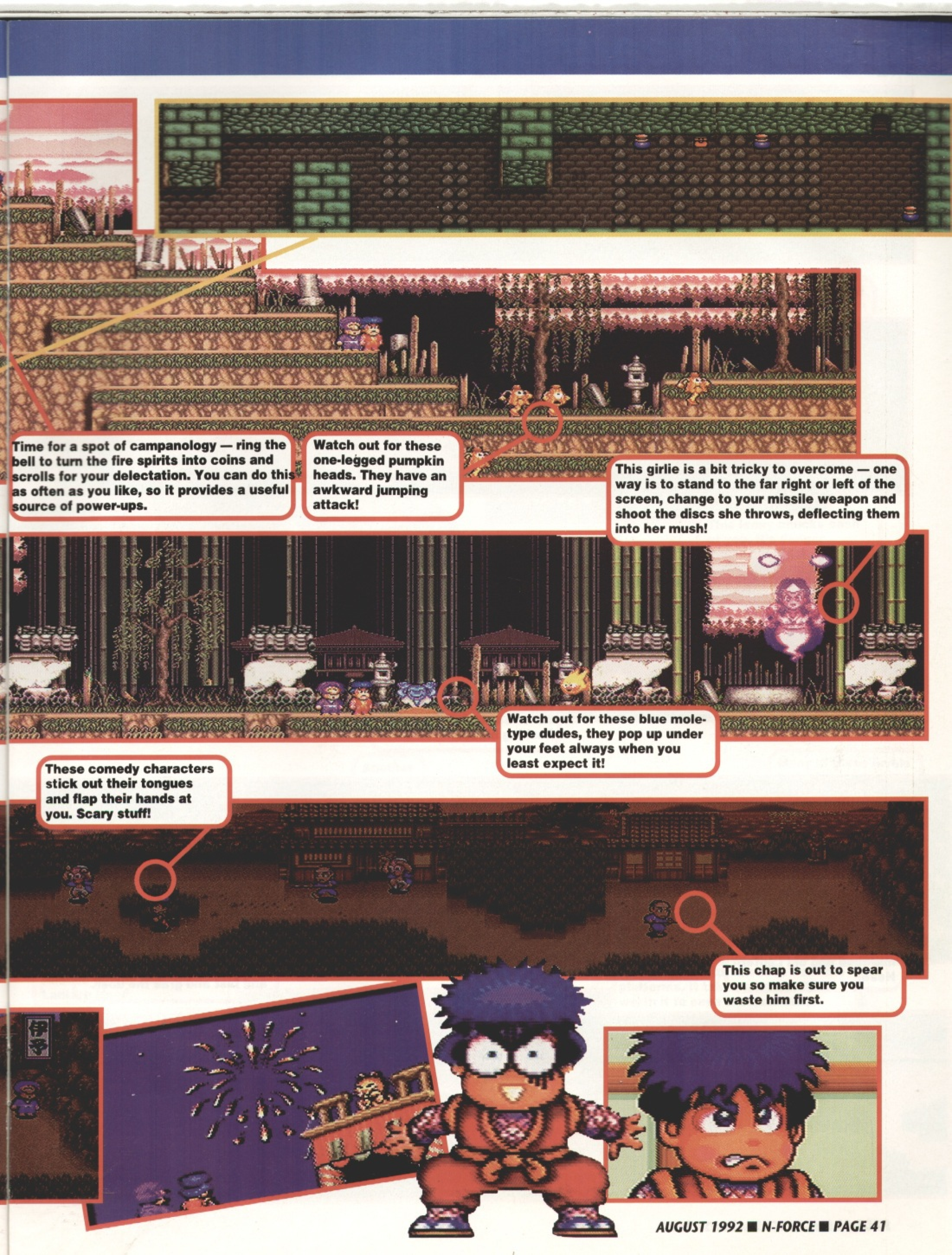
Once you've completed the first level, go back to the travel agent and book a ferry crossing to get to the next stage.

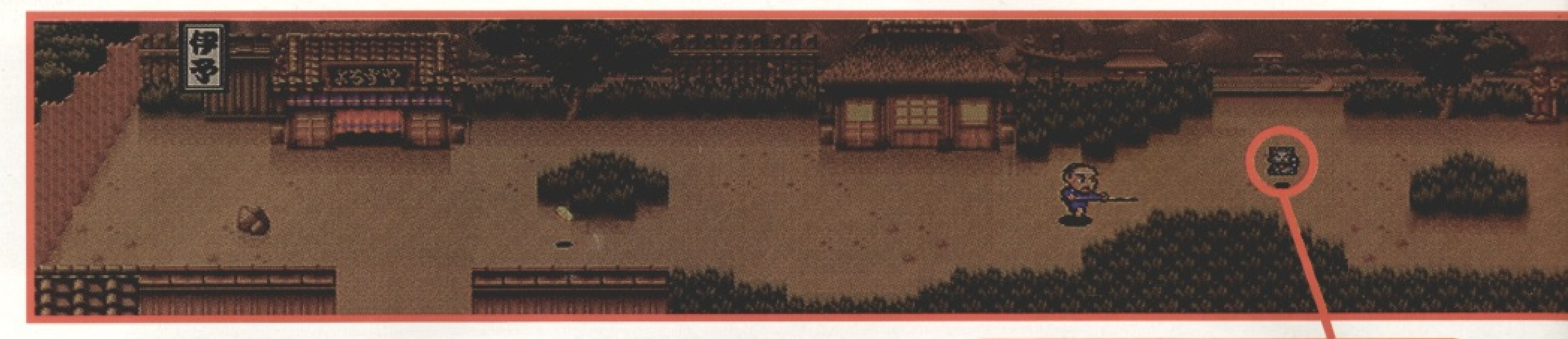
Smash the pot and collect the elephant icon which allows you to start from this point rather than going back to the start of the level.

Choose from three types of crossings, barrel, fishing boat (below) or luxury steamliner.

You can jump these fences, but I wouldn't bother.

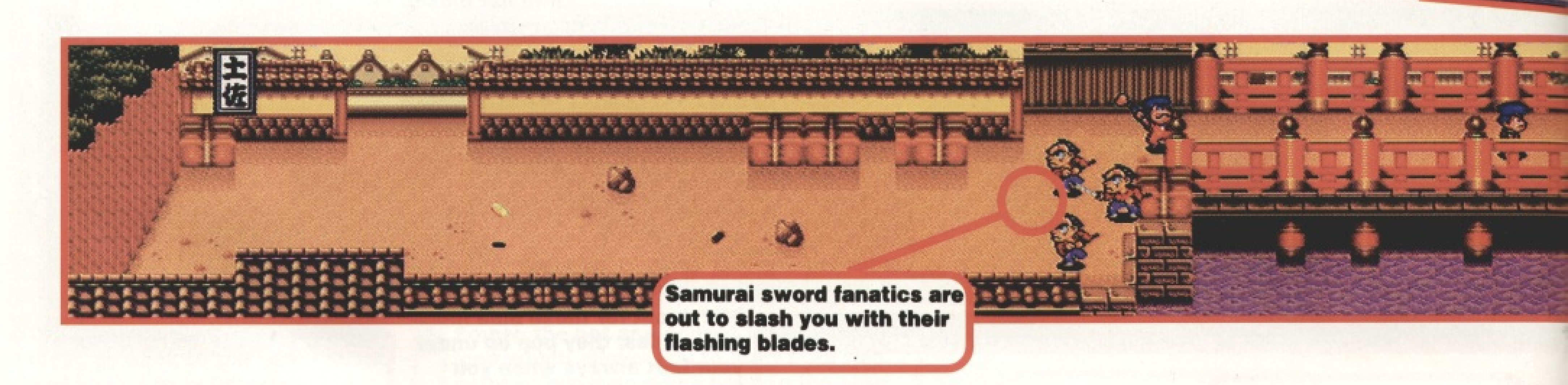
Bull Mastiff with bib: this rabid woofer is out to scoff you. Turn him into Rover butties first.


Time for a spot of campanology — ring the bell to turn the fire spirits into coins and scrolls for your delectation. You can do this as often as you like, so it provides a useful source of power-ups.
Watch out for these one-legged pumpkin heads. They have an awkward jumping attack!
This girlie is a bit tricky to overcome — one way is to stand to the far right or left of the screen, change to your missile weapon and shoot the discs she throws, deflecting them into her mush!
Watch out for these blue mole-type dudes, they pop up under your feet always when you least expect it!
These comedy characters stick out their tongues and flap their hands at you. Scary stuff!
This chap is out to spear you so make sure you waste him first.



'Meow, meow! Pick me up and I'll increase the length of your weapon!'





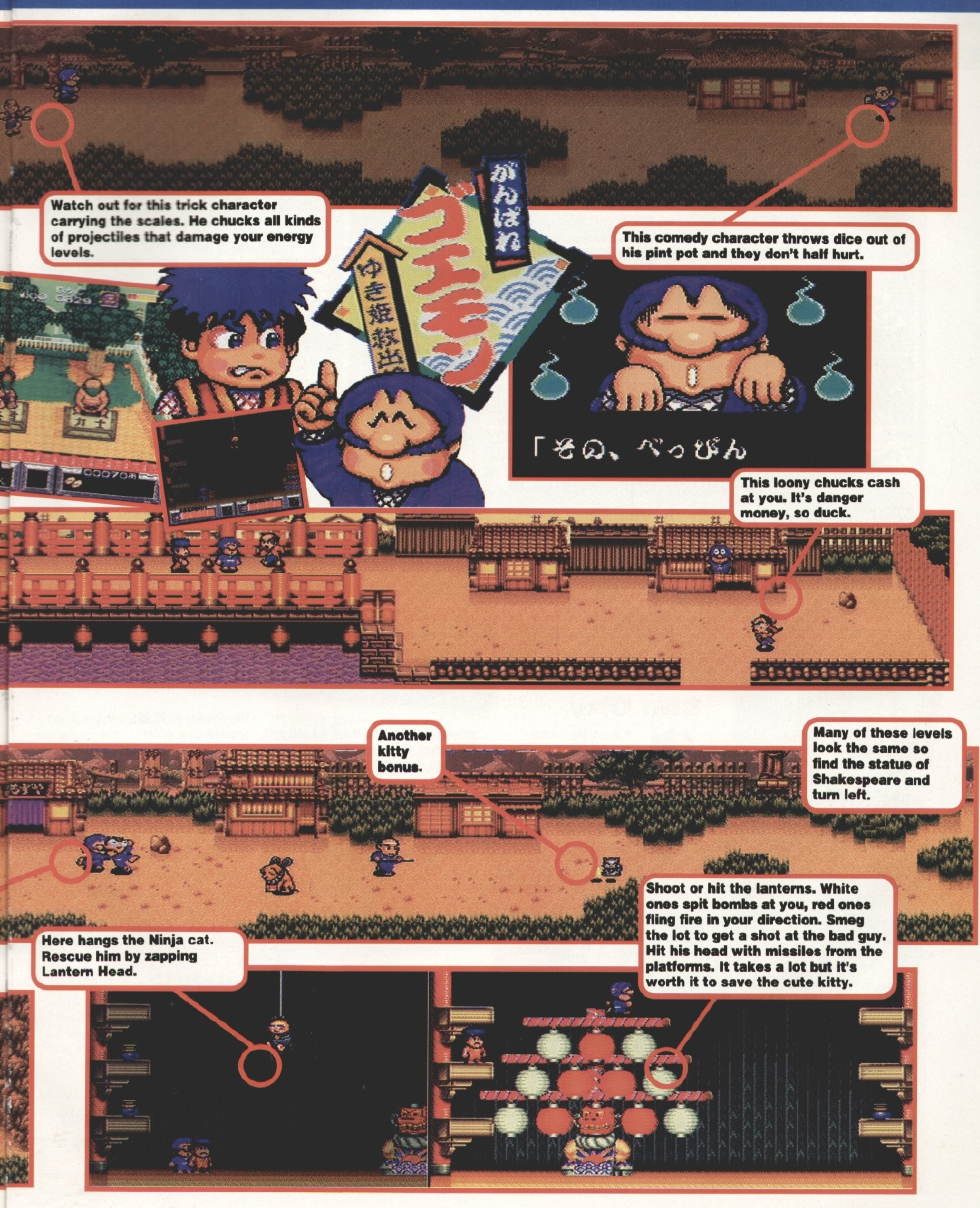
Samurai sword fanatics are out to slash you with their flashing blades.



Exit to the end-of-level marquee and old Lantern Head!

This is the way to deal with the locals. Hit them hard and fast and grab the dosh.




Watch out for this trick character carrying the scales. He chucks all kinds of projectiles that damage your energy levels.
がんばれ
ゴエモン
ゆき姫救出
This comedy character throws dice out of his pint pot and they don't half hurt.
「その、べっぴん
This loony chucks cash at you. It's danger money, so duck.
Another kitty bonus.
Many of these levels look the same so find the statue of Shakespeare and turn left.
Shoot or hit the lanterns. White ones spit bombs at you, red ones fling fire in your direction. Smeg the lot to get a shot at the bad guy. Hit his head with missiles from the platforms. It takes a lot but it's worth it to save the cute kitty.
Here hangs the Ninja cat. Rescue him by zapping Lantern Head.

Top Gear

SNES

Cheers to rad racer **Marcus Hancocks** from **Brighton** for these passwords for the amateur level. Nice going Marcus, but where are the championship codes?

- **South America**: MOONBATH
- **Japan**: GEAR BOX
- **Germany**: CAR PARK
- **Scandinavia**: ROAD HOG
- **France**: EMULATOR
- **Italy**: ANALYSER
- **UK**: HORIZONS

To race on any course, select UK as the country and enter VALHALLA.. Then you'll be a right ripper! Just like ol' Shades when he used to sport a black Metro! Oh well, he can dream can't he?

Sim City

SNES

If you want loadsa money, follow this handy tip sent in by Danny Rice from Wigan. Unload all your cash, set the tax rate at zero and wait until the end of the year. When the budget screen appears hold down [L] and exit the screen. Quickly re-enter the budget screen (still holding [L]) and boost all your funding levels to 100%. Hey Presto! $999,999 is yours. Don't spend it all at once!

That's all for this month. I've got to go now cos Sharon Stone is picking me up and taking me to Malibu for the weekend. The lengths these celebs will go to for a few Mario tips! I look forward to chatting with you soon and I'll give you all the inside info on the best cheats, codes and tips around. Adios Amigos!!!

Express Yourself

Wanna win £100 worth of software and at the same time stick the boot in (or praise to the heavens) the best mag for Nintendo game fiends in Britain? Well now you can AND make use of your exclusive N-FORCE Xpress Card on the front of the mag by simply filling in this form and winging it over to us at: N-FORCE EXPRESS, Europress Impact, Ludlow, Shropshire, SY8 1JW. Remember — we do our best to give you what you want, but we won't know until YOU tell us. Also, bear in mind, your N-FORCE Express card's invalid unless we get this form in. First entry out of the hat gets the £100 prize. So dig in dudes!

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Up to 1/2 hour ❐ 7
11/2 hours to 2 hours ❐ 8
1/2 hour to 1 hour ❐ 9
2 hours to 3 hours ❐ 10
1 hour to 11/2 hours ❐ 11
3 hours or more ❐ 12

1.4 How many people, apart from you, read or look at your copy of N-FORCE?
None ❐ 13
One ❐ 14
Two ❐ 15
Three ❐ 16
Four ❐ 17
Four or more ❐ 18

1.5 What do you most like about N-FORCE ?
....
....
....

1.6 What do you least like about N-FORCE ?
....
....
....

1.7 Which has been your favourite issue to date ?
....

1.8 Why ?
....
....
....

1.9 Which, if any, of the following computer & console magazines do read regularly ? (this means at least three out of four issues).
Total ❐ 19
Megatech ❐ 20
Mean Machines ❐ 21
Sega Force ❐ 22
Game Zone ❐ 23
Computer & Video Games ❐ 24
Nintendo Magazine ❐ 25
Other (please specify) ❐ 26
....
....
....

1.10 To what extent do the following elements influence your choice of magazine ?

	A lot	Slightly	Not at all
Front cover	❐ 27	❐ 28	❐ 29
Cover gift	❐ 30	❐ 31	❐ 32
Availability in shop	❐ 33	❐ 34	❐ 35

1.11 Do you consider N-FORCE to be the best value Nintendo magazine ?
Yes ❐ 36 No ❐ 37 Sometimes ❐ 38

1.12 What of the following do you purchase your copy of N-FORCE for?
The cover gift only ❐ 39
Mostly for the cover gift, but also for the magazine ❐ 40
For both the cover gift and the magazine equally ❐ 41
Mostly for the magazine, but also for the cover gift ❐ 39
The magazine only ❐ 40

1.13 Would you pay more for a better quality cover gift?
Yes, even if the magazine costs £2.50 ❐ 41
Yes, even if the magazine costs £2.95 ❐ 42
Yes, even if the magazine costs £3.95 ❐ 43
No, only if the price remains the same ❐ 44

1.14 From Cool to Crap, rate the following N-FORCE articles:
Cool Good Okay Poor Crap
News..
Reviews..
Pre-plays..
Features..
Compos..
Ace's High..
Tips Xtra..
Yank Tank..
Gunns' Garbage..
Sad Bastard of the Month..
Hyper-Zone..
S.O.B Stories..
Poster..
Subs Offers..
Free gifts..
Classifieds..
Adverts..

Section Two: Your console

2.1 Which of the following consoles do you have regular access to?
NES ❐ 1
Game Boy ❐ 2
SNES ❐ 3
Game Gear ❐ 4a
Sega Master System ❐ 4b
Sega Mega Drive ❐ 4c
Atari Lynx ❐ 4d
Amstrad GX400 ❐ 4e
Turbografix ❐ 4f
Atari VCS ❐ 4g

2.2 Which of the following types of games do you play on your console?
Action (shoot-'em-ups) ❐ 5
Puzzle ❐ 6
Adventure ❐ 7
Other ❐ 8
War/strategy ❐ 9
None ❐ 10
Role playing ❐ 11

2.3 How far is your choice of computer/software influenced by N-FORCE?
A great deal ❐ 12
A little ❐ 13
Not at all ❐ 14

2.4 How much do you spend on software per month?
Nothing ❐ 15
Between £10 — £15.00 ❐ 16
Between £16 — £30.00 ❐ 17
Between £31 — £40.00 ❐ 18
Between £41 — £50.00 ❐ 19
£51.00 or more ❐ 20

2.5 How regularly do you purchase new games?
Less than one a month ❐ 21
One a month ❐ 22
2 — 3 a month ❐ 23

Survey!

3 — 5 a month	❒ 24
More than 5 a month	❒ 25
Don't buy games	❒ 26

2.6 How much time do you spend on your console per day?

Up to one hour	❒ 27
Up to two hours	❒ 28
Up to three hours	❒ 29
Up to four hours	❒ 30
Up to five hours	❒ 31
Five hours or more	❒ 32

2.7 How long have you had your current console ?

Up to one year	❒ 33
Up to two years	❒ 34
Up to three years	❒ 35
3 years or more	❒ 36

2.8 Is this your first console?
Yes ❒ 37 No ❒ 38

2.9 If no, please state which one you owned before?

....
....
....

2.10 Do you intend to buy a new console in the next 12 months?
Yes ❒ 39 No ❒ 40

2.11 If yes, please state which one;

....
....
....

2.12 Do you or any of your family have the following?

Amiga	❒ 41
ST	❒ 42
PC	❒ 43
Other console	❒ 44

2.13 If you own a handheld console, how many batteries have you bought for it in the past month? Please state;

....

Section Three: About you

3.1 Are you?
Male ❒ 1 Female ❒ 2

3.2 What is your age?

Under 6 ❒ 3	6 — 9 ❒ 4
9 — 11 ❒ 5	11 — 13 ❒ 6
13 — 15 ❒ 7	15 — 17 ❒ 8
17 — 19 ❒ 9	19 — 21 ❒ 10
21 — 25 ❒ 11	25 — 30 ❒ 12
30 — 35 ❒ 13	35 plus ❒ 14

3.3 What is your occupation ?

Employed full-time	❒ 15
Employed part-time	❒ 16
Training	❒ 17
Self-employed	❒ 18
At school / college	❒ 19
Unemployed	❒ 20

3.4 How much do you think you will spending on your Nintendo system in the next 12 months?

Less than £50	❒ 21
£50 - £100	❒ 22
£100 - £150	❒ 23
£150 - £200	❒ 24
£200 - £400	❒ 25
£400 - £600	❒ 26
£600 - £800	❒ 27
£800 - £1000	❒ 28
More than £1000	❒ 29

3.5 Please state which exhibitions you have attended over the past year;

....
....
....

3.6 Which of the following items do you own or intend to buy in the next 6 months ?

	Own	Intend to buy
Bicycle	❒ 30	❒ 31
Camera	❒ 32	❒ 33
Musical instrument	❒ 34	❒ 35
Motor cycle	❒ 36	❒ 37

3.7 Which of the following electrical goods do currently own or are intending to buy in the next 6 months?

	Own	Intend to buy
Television	❒ 38	❒ 39
Video recorder	❒ 40	❒ 41
Camcorder	❒ 42	❒ 43
Cassette player	❒ 44	❒ 45
CD player	❒ 46	❒ 47
Personal stereo	❒ 48	❒ 49
Ghetto blaster	❒ 50	❒ 51
Radio	❒ 52	❒ 53
Other hi-fi	❒ 54	❒ 55

3.8 Which of the following items do you buy / use regularly – at least once a week?

	Buy	Use
Stationery	❒ 56	❒ 57
Toothpaste	❒ 58	❒ 59
Deodorants	❒ 60	❒ 61
Acne treatments	❒ 62	❒ 63
Soap	❒ 64	❒ 65
Shampoo	❒ 66	❒ 67
Other hair products	❒ 68	❒ 69

3.9 Which of the following music and entertainment products have you bought / rented in the past month?

	Bought	Rented
LP	❒ 70	❒ 71
Single	❒ 72	❒ 73
CD	❒ 74	❒ 75
Pre-recorded cassette	❒ 76	❒ 77
Blank cassette	❒ 78	❒ 79
Pre-recorded video	❒ 80	❒ 81
Blank video tape	❒ 82	❒ 83

3.10 Which of the following game, leisure or hobby products do you own or intend to buy in the next 6 months ?

	Own	Intend to buy
Books	❒ 84	❒ 85
Model kits	❒ 86	❒ 87
Board games & puzzles	❒ 88	❒ 89
Model railway items	❒ 90	❒ 91
Model racing car items	❒ 92	❒ 93
Sports equipment	❒ 94	❒ 95

3.11 Which of the following types of clothes do you own / intend to buy in the next 6 months ?

	Own	Intend to buy
Trainers	❒ 96	❒ 97
Jeans	❒ 98	❒ 99
Designer T-Shirts	❒ 100	❒ 101
Other T-Shirts	❒ 102	❒ 103
Trousers	❒ 104	❒ 105
Jacket	❒ 106	❒ 107
Baseball cap	❒ 108	❒ 109
Underwear	❒ 110	❒ 111
Shoes	❒ 112	❒ 113
Shirt	❒ 114	❒ 115

3.12 Which of the following take-away food chains have you visited in the past month / will visit in the next month?

	Visited	Intend to visit
MacDonalds	❒ 116	❒ 117
Burger King	❒ 118	❒ 119
Other burger	❒ 120	❒ 121
Pizzaland	❒ 122	❒ 123
Pizza Express	❒ 124	❒ 125
Perfect Pizza	❒ 126	❒ 127
Pizza Hut	❒ 128	❒ 129
Other pizza	❒ 130	❒ 131
Kentucky Fried Chicken	❒ 132	❒ 133
Spud-U-Like	❒ 134	❒ 135
Chinese	❒ 136	❒ 137
Indian	❒ 138	❒ 139
Other	❒ 140	❒ 141

3.13 Which of the following food / beverages have you bought in the past month / will buy in the next month?

	Bought	Intend to buy
Chocolate bar	❒ 142	❒ 143
Chewing gum	❒ 144	❒ 145
Fizzy drink	❒ 146	❒ 147
Fruit drink	❒ 148	❒ 149
Ice cream	❒ 150	❒ 151
Biscuits	❒ 152	❒ 153
Breakfast cereal	❒ 154	❒ 155
Milk shake	❒ 156	❒ 157
Pot snack	❒ 158	❒ 159
Crisps	❒ 160	❒ 161
Other sweets	❒ 162	❒ 163

3.14 Which of these money accounts do hold / intend to open in the next 6 months?

	Hold	Intend to open
Bank current	❒ 164	❒ 165
Bank savings	❒ 166	❒ 167
Building society current	❒ 168	❒ 169
Building society savings	❒ 170	❒ 171
Post Office Giro	❒ 172	❒ 173
Post Office savings	❒ 174	❒ 175
Premium Bonds	❒ 176	❒ 177
Other	❒ 178	❒ 179

3.15 What bank / credit cards do you have / intend to have in the 6 months?

	Have	Intend to have
Cheque card	❒ 180	❒ 181
Cash card	❒ 182	❒ 183
Visa	❒ 184	❒ 185
Mastercard	❒ 186	❒ 187
American Express	❒ 188	❒ 189
Diners Club	❒ 190	❒ 191
Store card(s)	❒ 192	❒ 193
Other	❒ 194	❒ 195

3.16 Which of the following have you done or been to in the last month or intend doing or going to in the next month?

	Done / gone to	Intend to do / go to
Cinema	❒ 196	❒ 197
Theatre	❒ 198	❒ 199
Museum	❒ 200	❒ 201
Pub / club	❒ 202	❒ 203
Live group /band	❒ 204	❒ 205
Sporting event	❒ 206	❒ 207

3.17 What magazines apart from computer magazines do you read regularly ?

Roy Of The Rovers	❒ 208
2000AD	❒ 209
Smash Hits	❒ 210
Fast Forward	❒ 211
Look In	❒ 212
Funday Times	❒ 213
Q	❒ 214
Empire	❒ 215
Melody Maker	❒ 216
NME	❒ 217
Dandy	❒ 218
Beano	❒ 219
Young Telegraph	❒ 220
Viz	❒ 221
Acne	❒ 222
Car	❒ 223
Shoot	❒ 224
Other	❒ 225

3.18 Which of the following radio / TV stations do you listen to / watch regularly ?

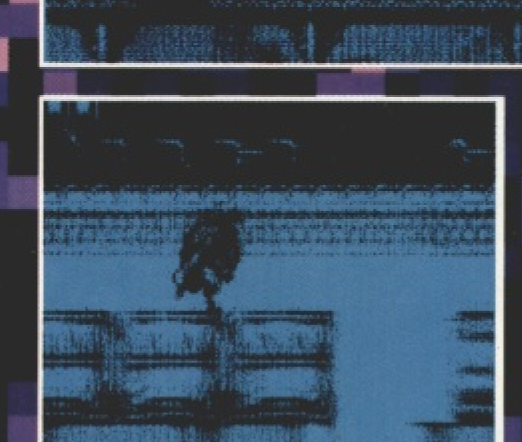
Atlantic 252	❒ 226
BBC Radio One	❒ 227
BBC Radio Five	❒ 228
Local radio	❒ 229
MTV	❒ 230
Sky Sports	❒ 231
Sky Movie Plus	❒ 232
Sky Movies	❒ 233
BBC 1	❒ 234
BBC2	❒ 235
ITV	❒ 236
CH 4	❒ 237

3.19 What are your three favourite programmes from the stations listed above?

One...
Two...
Three...

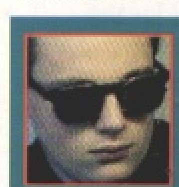
Anyone who does not wish to receive exciting offers from other companies, please tick here: ❒





Batman
Return of the Joker

ACE likes dressing up in rubber suits, hanging upside down and he'll doing anything to get a snog with Kim Basinger...



Holy broken biscuits! The Caped Crusader's back in town in an all new platform based beat-'em-up adventure and it's brilliant!

Mix a heap of mouth-watering graphics, a dollop of stunning FX, a bowl-full of funky backing tracks. Add a liberal sprinkling of bats and lashings of scum-infested scoundrels. Bake in a pre-heated oven on gas mark 5 for 30 minutes and you'll have one burnt cartridge! Whack *Batman: Return of the Joker* in your Game Boy on the other hand and you've got a guaranteed smash hit.

Completely batty

Holy cow! Metals have mysteriously disappeared from Gotham City mines. One's a highly toxic substance used to build explosive missiles. Such a scheme can only be the insane workings of one master criminal. You guessed it, that white-faced, green-haired Joker's on the loose again. Only Batman can stop him.

Pursue the Joker through four seedy underworld levels — sewers, machine shop, train and the unknown final level. Use level select to tackle the missions in any order.

There are 11 funky in-game tunes and all the sound effects, so bat-bop till you drop! Choose difficulty setting and prepare for bat attack!

Assault and battery

The graphics are gob-smacking, atmospheric backdrops are suitably seedy and dank and the main sprite's well-sized and brilliantly animated.

Climb walls using a grappling hook. Defeat the Joker's vile henchmen with power punches and by chucking Batarangs — if you can find them! There's the usual end-of-level scuzz-bag to waste before moving to the next level.

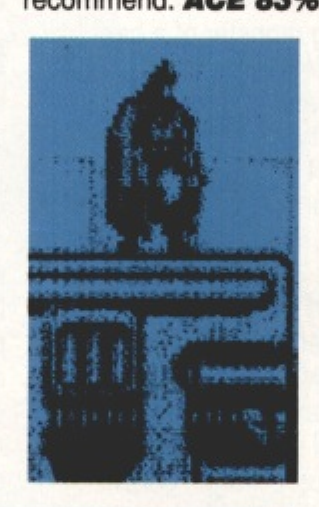
You start with one life made up of five hit points. Each blow you receive takes one hit, lose all five and you're a dead bat! Heart icons that replenish hits are stashed throughout each level along with Batarangs and extra lives! There's a stack of stunning visual FX

The only problem is the control method. Scaling walls is fiddly cos Batman refuses to climb vertically.

The four levels may not provide a stern enough challenge to top games players, but it's a premier title I'd recommend. ***ACE 83%***

Your bullets can not harm me, my wings are like a shield of steel! Dodge villains with flying leaps.





This is my kind of super hero. A man dressed all in black, punching the living daylights out of criminals. I wouldn't wear the silly mask though (aah shame —Ed), I want everyone to enjoy my good looks! *Batman — Return of The Joker* is a really slick leap around game with some brilliant graphic effects. Sprites are small but full of character and when the water starts to rise on level one it all goes wobbly! *Batman — Return of The Joker* is a great game that certainly offers players a challenge. Play it if you dare!
SHADES 80%

N RATING

84%	PRESENTATION	Level, stage and difficulty select
86%	VISUALS	Great animation. Stunning FX
86%	SONICS	Plenty of funky tracks
82%	PLAYABILITY	Awkward at first but persevere
78%	LASTABILITY	Good depth but only four levels
82%	FORCE	You'd be batty to miss it!

Procucer: Capcom Players: 1-2

N-FORCE KNOCKOUT

SNES

Street Figh

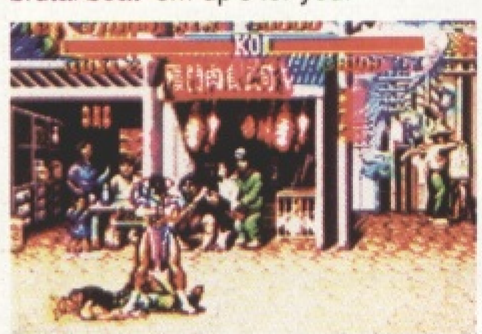


Fists blazing and sushi swaying ACE nips to the land of the rising yen for total carnage — Japanese style!

'Aaaa so... Bonzai!' Or as we say in England 'phwoarrr!' After months of waiting, with bulging biceps and clenched fists, the ultimate in coin-op carnage — *Street Fighter II* — has punched, kicked and butted its way onto the SNES and man, is it a knockout!

One of the most popular coin-ops in history, *Street Fighter II* was named Arcade Game of the Year by the Amusement and Music Operator's Association (AMOA) in 1991.

If you're the kind of dude who gets your kicks slashing seven shades of sushi out of the meanest miscreants ever to walk the planet, then this brutal beat-'em-up's for you.



This 16-meg monster of a cart (*Super Mario Bros IV* is only 4-meg!) is the most advanced game ever created for the home entertainment software market and is set to revolutionise console entertainment as we know it!

Eastern promise

When I was given the honour of being the first to review it, I almost passed out with sheer excitement. The second the courier arrived, I ripped the parcel from him using my trusty dragon punch.

Foaming at the mouth, I clawed at the flimsy packaging like a demon possessed. Cradling the celestial cart in my arms I gently eased it into the eagerly awaiting console.

Flipping the switch, I closed my eyes and said a prayer. My heart skipped a beat. I was sweating from every pore. Then I heard that familiar refrain, the twinkling opening bars of the classic *Street Fighter* theme.

I opened one eye, then the next and there it was, in all its glory. The unforgettable graphics that I'd grown to love during all those afternoons at the arcade. I'm not a religious man but this was a holy moment!

Summoning up all the strength that made me arcade *Street Fighter* champ, I girded my loins and proceeded to get my ass whooped in thirty seconds flat!

Kamikaze carnage

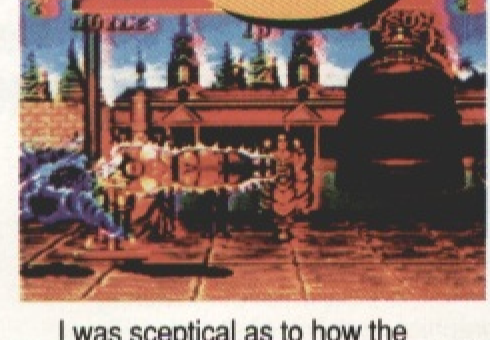
Wow! Wotta game! Every bone in my body ached! After scraping my ego off the floor I thought I'd better swot up on the basics.

If anyone's new to the king of beat-em-'ups here's the low down! In one-player tournament mode, choose one of eight butch brawlers and challenge eleven of the meanest figh ters from all over the world for the honour of Street Fighter champ.

> **"The most advanced game ever created"**

Each has their own fighting style, strengths and weakness. The toughest of these are the legendary four Devas; M. Bison, Balrog, Sagat, and Vega.

There are also bonus stages where the aim's to destroy everything in the allotted time. The real fun's in two-player mode where you fight to the death against a mate in head-to-head combat with an extended repertoire of manoeuvres.



I was sceptical as to how the complicated control mechanism would transfer onto the SNES. The left three buttons of the joypad are used for weak, medium and strong punches, with the right three used for kicks.

There's a customise option that lets you change this set up if it's not to your liking. I found this the only weakness in an otherwise practically perfect game. However, those clever people at Capcom have already remedied this by producing a special *Street Fighter II* joypad (see news).

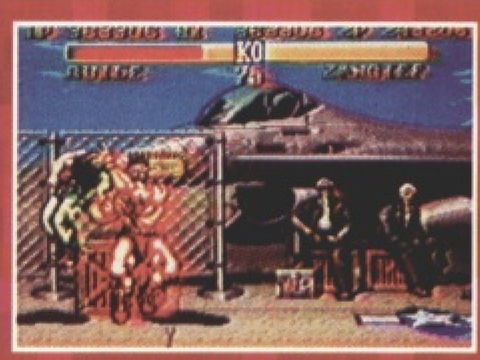
There's also a difficulty level setting, and an option to turn off the time limit for gruelling fights to the death. There's even a handicap system to even up any mismatches.

With seven different settings designed to make it more challenging for the good player, there's no chance



Blam, blam, splat! At last it's here, the most eagerly-awaited event since it stopped raining on the Ark. Now you too can get bloody knuckles, black eyes and fat lips from the comfort of your armchair — all using the best emergent technology from the leading edge of 16-bit game design. There really are insufficient superlatives in our language to describe the orgy of audio visual digitisation that is *Street Fighter II* — let's just say it's goddamn mega! The only thing preventing me from awarding it the golden 100 percent, is that *Street Fighter III* will probably make this pale by comparison. Capcom, we who are about to die, salute you!

GUNNS 96%



Uh oh! Zangief's going for the screw pile-driver. Say your prayers!





Guile gives Zangief some grief. It's USA v Russia in this grudge match.



On the docks. Ken delivers his speciality move — Hadoken.

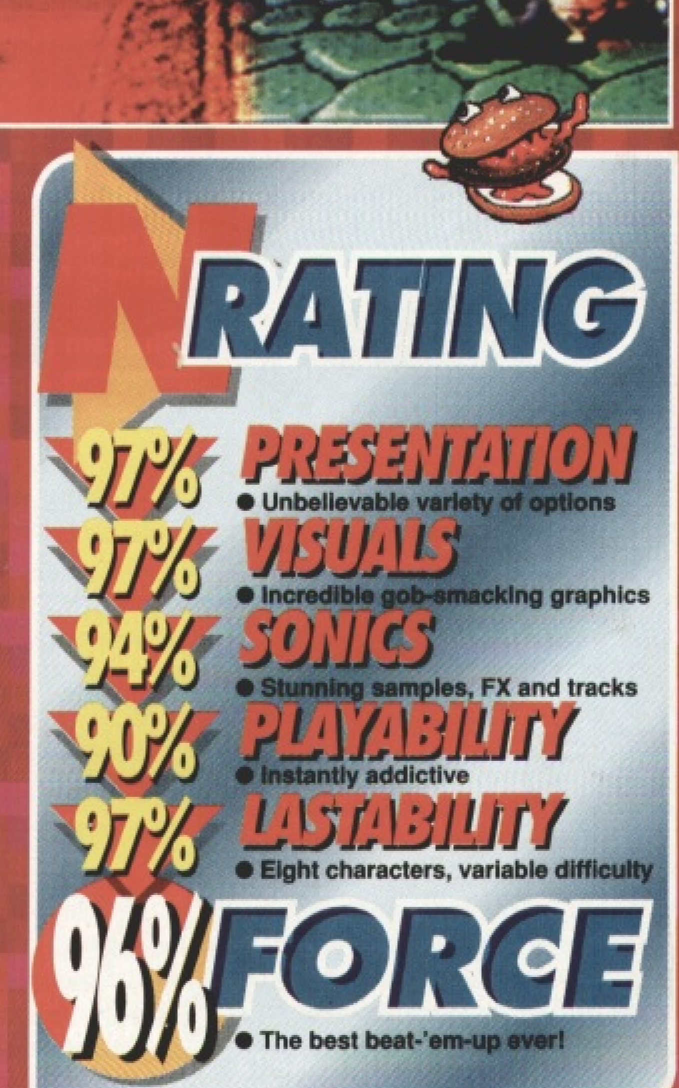


Russia is victorious as Zangief whoops Guile's Yankee butt!



Blanka may look like a lump of lard but he's a good all-round mauler.





of even the best scrapper getting bored.

Go to player select and a complete record of your fight statistics greets you. With your record on the line, each contest becomes crucial. In two-player mode, you can see the world while you commit GBH on anyone who'll stay long enough.

Change the scene of battle between the bright lights of Las Vegas, the plains of sunny Spain and any other of 12 wicked stages.

Martial art

With stunning graphics previously thought to be impossible on home entertainment consoles and amazing digitised speech and FX, this cart lives up to its reputation as the most advanced game ever created.

The grunts and blood-curdling yells are so realistic it's like being in the middle of a war zone. The handicap system and the vast array of opponents mean you'll still be playing this in five years time when the sequel comes out!

The smooth animation's poetry in motion, it's martial art! Apart from minor control problems which will be remedied with the new joypad, this is everything you could ever ask for. If you've got a SNES you've got to get a copy. It's the game of the year!

ACE 96%





Ryu uses his strong squatting kick to knock Guile over. Follow up with a weak kick and Guile will be seeing stars!

N RATING

97%	PRESENTATION	Unbelievable variety of options
97%	VISUALS	Incredible gob-smacking graphics
94%	SONICS	Stunning samples, FX and tracks
90%	PLAYABILITY	Instantly addictive
97%	LASTABILITY	Eight characters, variable difficulty
96%	FORCE	The best beat-'em-up ever!



The only problem with the Hadoken move is you freeze for an instant, leaving yourself vulnerable to attack. Ryu's about to get caught out by Blanka.



Balrog, the Barcelonan beauty, disposes of Ryu with his famous flying attack from the wire netting. Nasty!

The aim of the game's simple — defeat your enemy by reducing their energy level to zero. Different attacks deplete different amounts of energy. This is where it gets complicated. If your Japanese is as rusty as a ten-year-old Nissan I'll take you through the technical details.

Each fighter has a number of basic attack and defence manoeuvres — kicking, punching etc. However, there are a small number of powerful master moves which fall into three categories; Command (difficult to use but can be performed continuously), Repeated Hitting (easy to use but less common), and Ta-me (stored power which is needed to use a master move. It's created by moving the joystick down).

Using Ken or Ryu for example, the basic move's the kick. Experienced players know these characters use a strong squatting kick to knock the enemy over, then repeatedly use a weak kick to daze opponents. They also have three command-type master moves (the most of all the fighters). These are:

The Hadoken (moving blow or psycho fire) — move the joystick in the order [DOWN], [DOWN], [R], [R] quickly and press a punch button. The stronger the punch the faster the flying speed. However, the strength always remains the same. The disadvantage with this technique is you can't move for a while after using it, leaving you vulnerable to attack. It's wise not to use this special attack when there's a small Maai (range) between you and your opponent.

The Shoryuken (rising dragon blow) — [R], [DOWN], [DOWN], [R] and a punch button. This jaw-breaking move's a real stunner and is the most effective master move. The difference in the strength of the punch affects the leaping height. Weak's low, high's strong. For maximum effectiveness, lead the enemy in close and then let him have it. Careful though, as strong Shoryuken keeps you in the air a long time and this can get you in a lot of trouble.

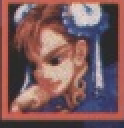
Tatsumaki Senpu Kyaku (Super Whirlwind Feet) — [DOWN], [L], [L] and a kick button. Once again, flying distance changes according to the strength of the kick button pressed. In all instances, when the opponent's on the left, the [L] and [R] controls are reversed. However the Up and Down controls remain the same.

Split Personalities

Just to confuse you, three of the four Devas have different names on the American version of this cart. We reviewed the Japanese game, but on the good ole USA copy M. Bison's called Balrog, Balrog's called Vega, and Vega's called M. Bison (looking like they do, some of them are bound to have an identity crisis). The faces and talent are still the same, just the names are different.

How to beat those brutes

Chun Li (China)



This is one mean woman! She has lightning speed and takes advantage the second the enemy drops his guard. Her weaknesses are her lack of strength (she has the lowest attacking power in the game), her inability to use her best moves (the Spinning Bird Kick and One Hundred Kicks) often, and a poor defence.

Guile (USA)



This dude can do it all. Apart from Chun Li, he is the only fighter that can throw the enemy in the air — very painful when you land! His only weakness is the Maai (range) of his throws is short, so my advice is to keep him at a distance. When fighting Guile, don't give him the time to make Ta-me (energy to use his master moves). Attack, attack, attack.

Dhalism (India)



An awkward customer to deal with and even more complicated one to control. My advice is to master one of the easier characters first (Ken or Ryu) before taking control of this elastic bendy Ghandi. The key is to stay alert at all time, keep a solid defence and keep an eye out for his flying drill attack.

Edmond Honda (Japan)



Despite looking flabby this guy's the most powerful of all the competitors. His long throw Maai and his Sumo style wrestling technique make him a formidable opponent. His only weakness is he's slow on his feet. The only way to beat him is to keep moving and pick him off from a distance. Watch out for his master move the One Hundred Slaps and the Super Head Butt

Blanka (Brazil)



This guy may look like a big hunk of lard but he's fast and a good all-round mauler! His jumps are second quickest after Chun Li, his reach is second only to Dhalism and his jumping attacks and savage bites are enough to make even the most arduous of opponents cack their pants! If you're gonna whup his slimy butt, you'll have to take advantage of his poor lateral movement and his inability to throw. Tighten up your defence and remember, if you attack him during his rolling attack he suffers twice as much damage as normal. His thunder master move is easy to counter-attack in two-player competition!

Zangief (USSR)



This rusky pro-wrestler's got muscles in places Arnie hasn't even got places! The screw pile-driver's his forté, so avoid it like the plague. To beat him you must train hard and practise your master moves. Only dedication and determination will get you past this red devil.

The Four Devas

Okay, you're feeling smug cos you've made it this far with only minor injuries and localised chaffing. Starting to think this is easier than you thought? Forget it! The ultimate challenge lies ahead.. Are you man enough to handle it!?

M. Bison (USA)



This guy bears a remarkable resemblance to one ex-heavyweight champ.



Honda fries Guile with his chilli breath. It's amazing what a good vindaloo does for your fighting skills!



of Las Vegas. Bison lands a jaw-breaking upper-cut and then 's Palace for some roulette and a game of craps.

Though his special move isn't to take you upstairs to his hotel room, it has equally disastrous results. He's the weakest of the four Deva's and he's stronger than an ox — a bison even! His turning punch causes double damage so stay out of range. The most effective way to beat him is to use Ken's Whirlwind Feet or Honda's One Hundred Slaps.

Balrog (Spain)



This guy just hates anything ugly so make sure you've got your best toggs on when you square up. He's the fastest of all fighters and incorporates Ninja techniques into his attacks. His master move is the flying Barcelona attack from the wire netting. The minute he goes near the fence run for your life!

Sagat (Thailand)



This guy's out for revenge! Five years ago Ryu beat him to become champion street fighter. During the blood-thirsty battle Ryu landed a excruciating Shoryuken (rising dragon blow) leaving Sagat with a hideous scar on his chest. This is a canny fighter and to overcome him you have to use your brain. If he falls, don't be tricked into attacking him, otherwise you feel the full force of his spectacular tiger upper-cut. Summon up all your strength and go for the Shoryuken that devastated him all those years ago.

Vega (Thailand)



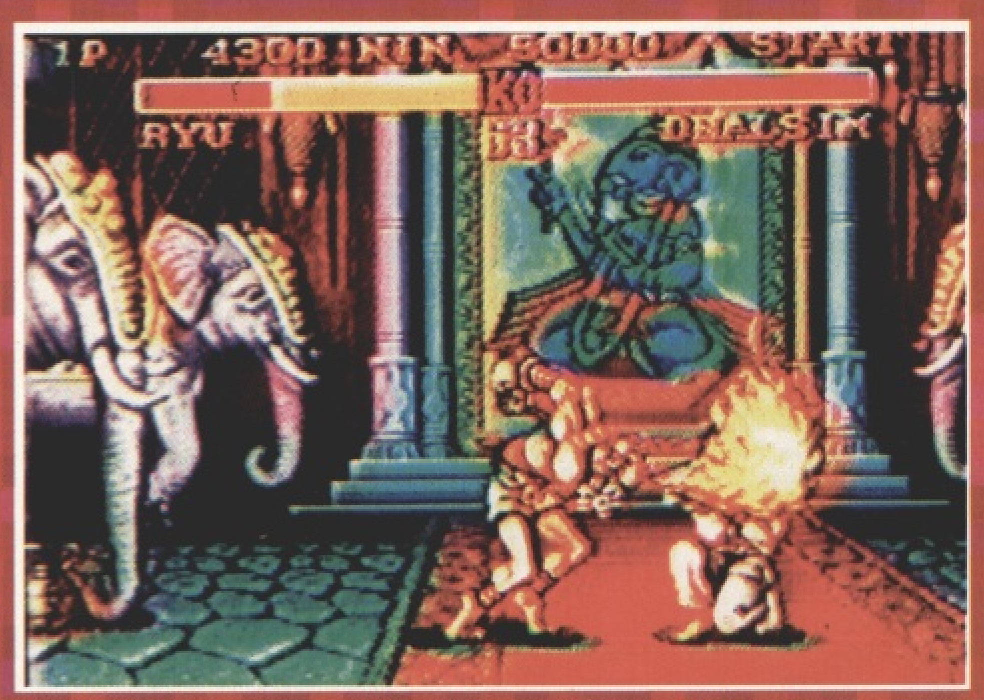
The ultimate contest! This treacherous tyrant's all that stands between you and the elusive street-fighter crown. He's unbelievably strong so you've got to build up your defences to stand a chance. Be patient and above all don't panic. Remember your master moves and use them the minute you see an opening. This is the moment of truth. If you've trained hard enough you can succeed. Good luck!

Here are a few key tips essential to becoming a champion. Remember the best time to reduce the enemy's power is when he's dazed. When winning's essential, use Ha-me to trick an enemy so he can't escape. It isn't honourable to use this technique in two-player competition but in one-player use it without hesitation! Probably the most important thing to master is the sequence of moves open to each character. By combining a series of special attacking moves you can rapidly defeat your opponent's energy level and score a quick knockout! These sequences for Ryu or Ken help you immensely.

Hadoken — Shoryuken. This is the most spectacular and effective combination. The only problem with Hadoken is you freeze for an instant after using it and leave yourself vulnerable to attack. To combat this, as soon as you use Hadoken, input the Shoryuken command and the second you can move it will take effect (note: use Shoryuken with a weak punch!).

Jab (weak punch) — Shoryuken. If you daze an enemy, close in on him, use a weak punch and Shoryuken as soon as possible. If your opponent is Guile, Dhalism or Blanka you can hit them up to three... as much damage as a throw!

Sweeping kick — Throw (nicknamed 'dark'). This is a devious technique that, when perfected, wins lots of fights. Follow this sequence; First, kick with the knee. If the enemy defends, throw! If they don't defend, hit repeatedly. Either way, you cause loadsa damage.



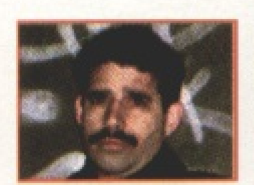
It's off to India for a curry you'll never forget. Ryu feels the heat of Dhalism's breath (above). Zangief gives Guile a pile-driver from hell (below left).



Distributor: JVC Musical Industries




The Empire St



May the force be with you! With that in mind MANIC MARSHAL tucks a copy of N-FORCE down his trousers and heads for an icy reception...

It's a dark time for the Rebellion. Although the Death Star's been put out of action, Imperial troops have driven the Rebel forces from their hidden base and pursued them across the galaxy.

Evading the dreaded Imperial Starfleet, a group of freedom fighters led by Luke Skywalker has established a new secret base on the remote ice world of Hoth.

The evil lord Darth Vader, obsessed with finding young Skywalker, has dispatched thousands of remote probes into the far reaches of space...

The Empire Strikes Back is the next instalment in the Star Wars trilogy. Just as in *Star Wars*, the NES game follows the storyline from the movie.

And also like the first game, this one's damn hard, without even a sniff of a clue bóok included — aargh!

You help Luke fly and fight, climb ladders and vines — lots of good stuff. Hope you honed your skills by playing *Star Wars* cos this ain't gonna be an easy ride.

Force field

Luke's the only character you play (unlike *Star Wars* where you can chop and change) and you either control Luke or control his ship. There are multiple continues, but no save feature.

The upper left corner of the screen gives info about Luke's health meter and Force ability (when it's N—FORCE there's just no limit —Ed) which changes to the health of the Tauntaun beast when Luke's riding it. There are no shortage of hard-hitting graphics, and plenty of problems to tax that meter.

A remote probe has landed near the rebel camp — it's up to Luke to find and destroy it before it can transmit the coordinates back to Vader (fat chance that won't happen since the game follows the movie).

Probe punching

Riding a Tauntaun, Luke sets out over the surface. He must avoid the 'puny' fighter droids first, by riding faster or shooting them with his laser gun.

Dismounting the beast lets him take to foot but watch your back cos it also makes him more vulnerable. Once he enters the ice caverns, his aim's to find that probe. The Tauntaun can tag along if he feels like it — feed it heaps of moss to boost its jumping ability.

> "Clever touches, and plenty of humour"

Your main concern's in building your strength and enhancing your Force powers. Find and use these special power-ups at will, but your Force energy bar must be in pretty good shape for them to work properly.

Walking in the air

Some of the Force power-ups enable you to run faster, jump higher, and reflect enemy shots. But the real good one's levitation.

What's inside the caves? More fighter droids, ice blocks and caverns stretching in all directions. Plus some ice bears too huge to contemplate.

The map for this section extends to all compass points and is fraught with secrets — which I won't be giving away (tip-teaser! —Ed). Oh, okay, just one. The game designers put more than just time into the game. 'Nuff said.

Using the lightsaber's very helpful — there's just so much a blaster can do. The saber's a close-range weapon, but is most deadly — and effective — against ice.

Finally the probe can be taken out. But the Empire knows where you are.

You now pilot a snowspeeder across the ice fields to keep the AT-AT walkers and Stormtroopers at bay while the Rebel forces retreat.

Wack 'em

This part of the game's been done before on other systems (actually, this has been the WHOLE game on other systems), but looks real good.

Big graphics and fast response of your speeder as you dip and dive around the AT-AT, trying to blast its legs off.

The map at the top displays the walkers as they proceed against the power station. Now, of course you're most likely to be hit. If this happens, you crash and have to hoof it. But if you wack enough Stormtroopers, another speeder can be found and activated.

Finally the AT-ST Walker must be wacked. If you're really good, you can climb in it and use it against the bad boys.

Now it's time to seek out Yoda and











Ice caves of the planet Hoth… searching for power-ups and a cold beer!

become a true Jedi. The planet Dagobah tests your mettle, as underslugs, vine-snakes, holgnots, and exploding mushrooms bar the way.

This dark jungle world's not a healthy place to be so expect to destroy a ton of moving life — and take to the vines like Tarzan when you can.

Once your training's complete (ie you're still alive), it's off in the X-Wing to the cloud city Bespin to rescue Han and Leia.

Entering the city, travel through corridors to find your friends. Here you face guards, bounty hunters, cannon walkers, and the evil Boba Fett.

Han has been captured by Fett — you pursue him through the air and defeat Fett's ship, the SLAVE-1. Fett can fly by the way (jetpack), so use your X-Wing.

Then it's back to the city to rescue Princess Leia where Darth Vader makes his presence felt. Pull out that lightsaber, cos a fight to the finish now ensues (at least until the third and final chapter/game's released).

Building up Jedi powers is really important in this game — Luke ain't gonna go far without them. Each of the three planets in the game (Hoth, Dagobah, Bespin) have very different environments and enemies to deal with.

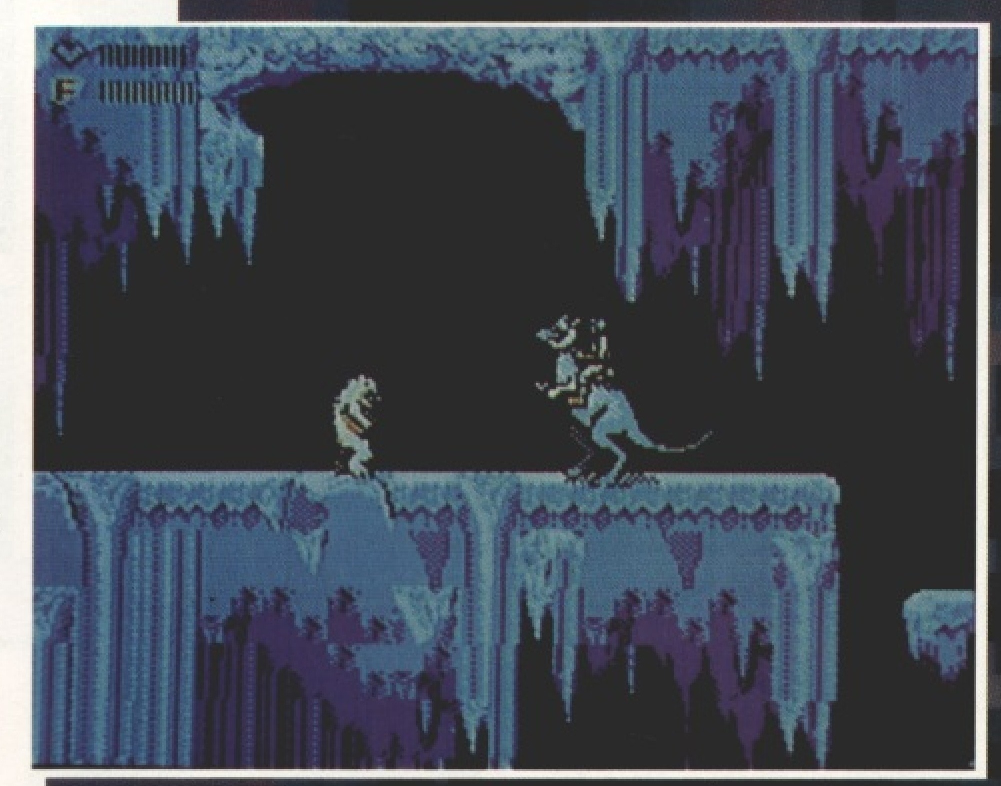
Lookin' good

Clever touches and humour make this a great game. Luke's well defined, and there are plenty of surprises to be found, some real nasty.

Graphics are nicely done for NES — read that as good as they can be. Digitised images of the characters from the movies combine with text information and a strong soundtrack to keep you moving.

Now if we could only have a few more continues (God some people are never satisfied —Ed)!





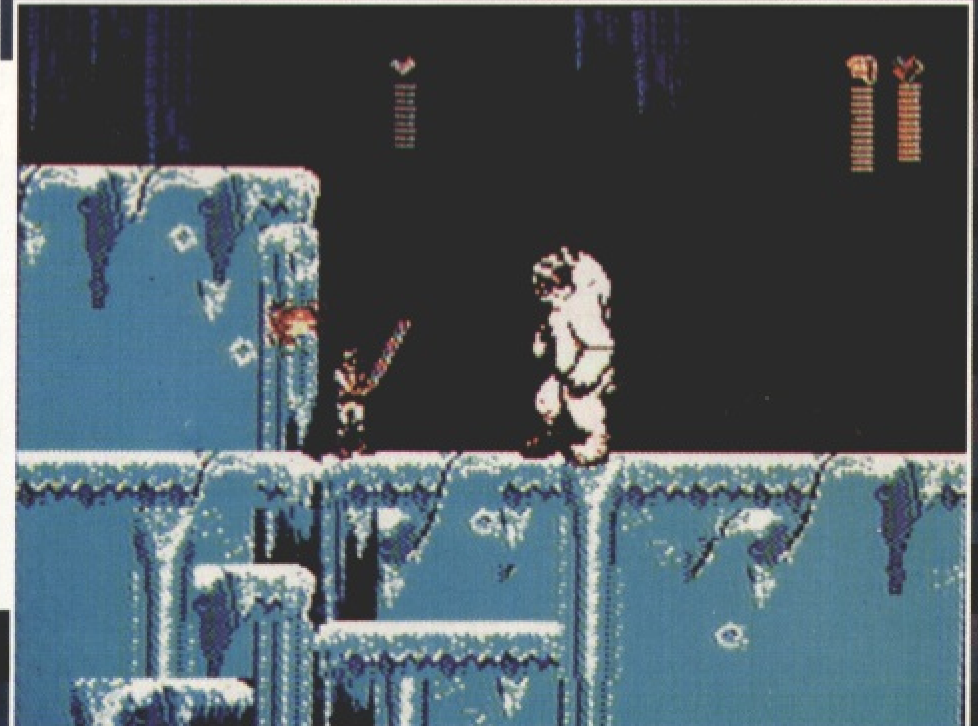
Wampa meets Luke sitting pretty on Tauntaun? Or a shaggy polar bear meets an extremely large version of Skippy? What d'ya reckon?!



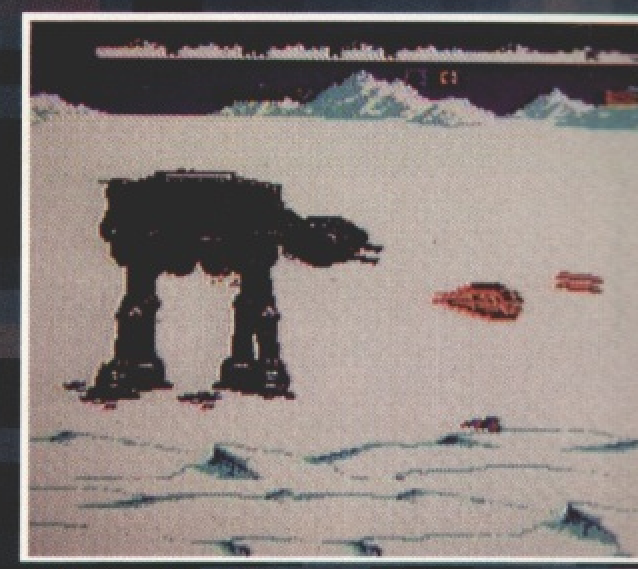
Is that Robo-kangaroo, or just Luke's special marsupial friend.



Isn't there a beach anywhere on this damn planet?



Luke in confrontation with a particularly large Wampa — luckily our galactic hero has a particularly large weapon.



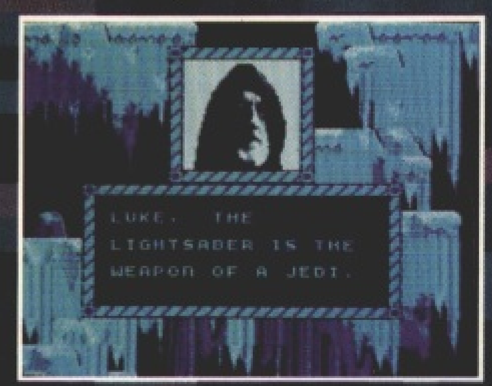
AT-AT attack! Luke's Snowspeeder in dangerous proximity to oblivion.



Luke's sent to the Swamp World by Obi-Wan Kenobi to find his inner self…



May the Force be with you… and now, a choice of eight bargain powers!



Producer: OCEAN ■ Players: 1 ■ Price: TBA
Supplier: KC CONSOLES Tel: 0509 211799



The Addams Fam

Less ooky but even more flukey, ACE launches himself once more into the weird and wacky world of those kooky spookies...

It seems like everywhere you turn these days The Addams Family's there. You can't even go to the bathroom without one of the phantom plebheads clicking their fingers and whining about how funny they are.

I swear to God, if I see one more kookie flickin' spookie I'll ram his ghostly gonads down his translucent throat! As you may've gathered I'm not exactly a fan of America's sanest family, so imagine my feelings when Big Ed surgically removed the bottle of Jack Daniels from her lips and spoke the words I feared most. 'Ace (hic!) you Northern git, (belch!) you're reviewing *The Addams Family* (hic!) on the SNES.' Fortunately, it wasn't the torture I expected.

You know the scenario by now but I'll tell you again anyway. As Gomez, the aim's to rescue your family who've been kidnapped and stashed in the grounds of the Addams residence.

Action's typical platform/beat-'em-up style. Start with four lives, each made up of four hearts, representing hit points. Replace energy by picking up bonus hearts scattered liberally around the playing area.

> **"Brilliant colours and levels galore"**

Yawn, yawn I thought. I chucked in the cart, then all of a sudden, an amazing thing happened. I started tapping my foot and then clapping my hands and before I knew it, I was clicking my fingers Aaaargh! I had become my own worst nightmare (then the nice men in the white coats came and took him away —Ed)!

The soundtrack's absolutely brilliant. A sampled finger-click has been included on the joypad so you can click away like a demon possessed.

Options are limited, just one player and a password option. Ha! I thought, remembering my favourite proverb — a flashy soundtrack does not a good game make! Then came the graphics. My jaw dropped and I hit the ground like a sack of steel spuds! The graphics were too good to be true. Was I dreaming of working on a Neo-Geo mag again? No such luck!

Sheer art attack

Sprites are huge. Gomez is superbly characterised in mafia style suit. Wait a while and he taps his foot impatiently. The colours are straight out of a Michaelangelo fresco.

Each level's varied, having its own theme which the artwork emphasises. The obstacles to overcome also vary depending on the room. Avoid teacups in the kitchen, teddies in the toy room and an assortment of spikes in the weaponry.

Some levels join up, others lead to missing family members, while a few harbour special bonuses. It's a mapper's paradise, make sure you keep a pen and paper handy!

Okay, I know the critics are going to say it's *Sonic* meets *Mario* but so what, it's brill! It hasn't go the speed of *Sonic* but it's bigger and more involved. It might not be as cute as *Mario* but who needs another cutesy Nintendo game? They're starting to make me sick anyway.

Perfection

What you have is a hi-tech hybrid of two of the best games ever created. Stunning digitised animation, breath-taking parallax scrolling and one of the most brilliant sound tracks of the year.

We couldn't stop playing it and although Shades and I finished it on the third day, you must remember we are complete superstars (well I am, he's just a posing git) so that's to be expected! Mere mortals like yourselves (and complete thicky





This tree had a disturbed childhood — but living outside the Addams' abode, what do you expect!



What's a jolly jester doing down in a spooky tomb like this? That's the youth training scheme for you!



Why did the Addams Family cross the road? To get kidnapped, dragged back to their home, bound, gagged and locked in remote corners of the sprawling mansion to rot, of course. This is one of the best platform games I've ever seen. Not as big as *Super Mario World*, but the presentation and use of Mode seven is phenomenal. I haven't had this much fun since Oz crashed the N-FORCE play bus into a tree and tried to make out he was only stopping for chips! Simply the Best — that slogan may look soft on the back of Eubanks' dressing gown but would be right at home on the cover of this nobbler. ***GUNNS 92%***







Polish off the penguins with the sparkly stardust (left).

The entrance to the tomb level complete with scary werewolf (right).

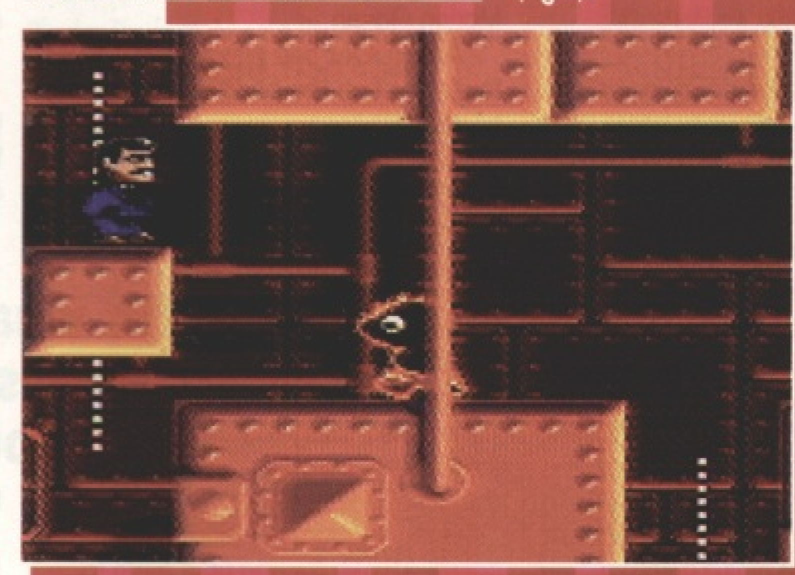


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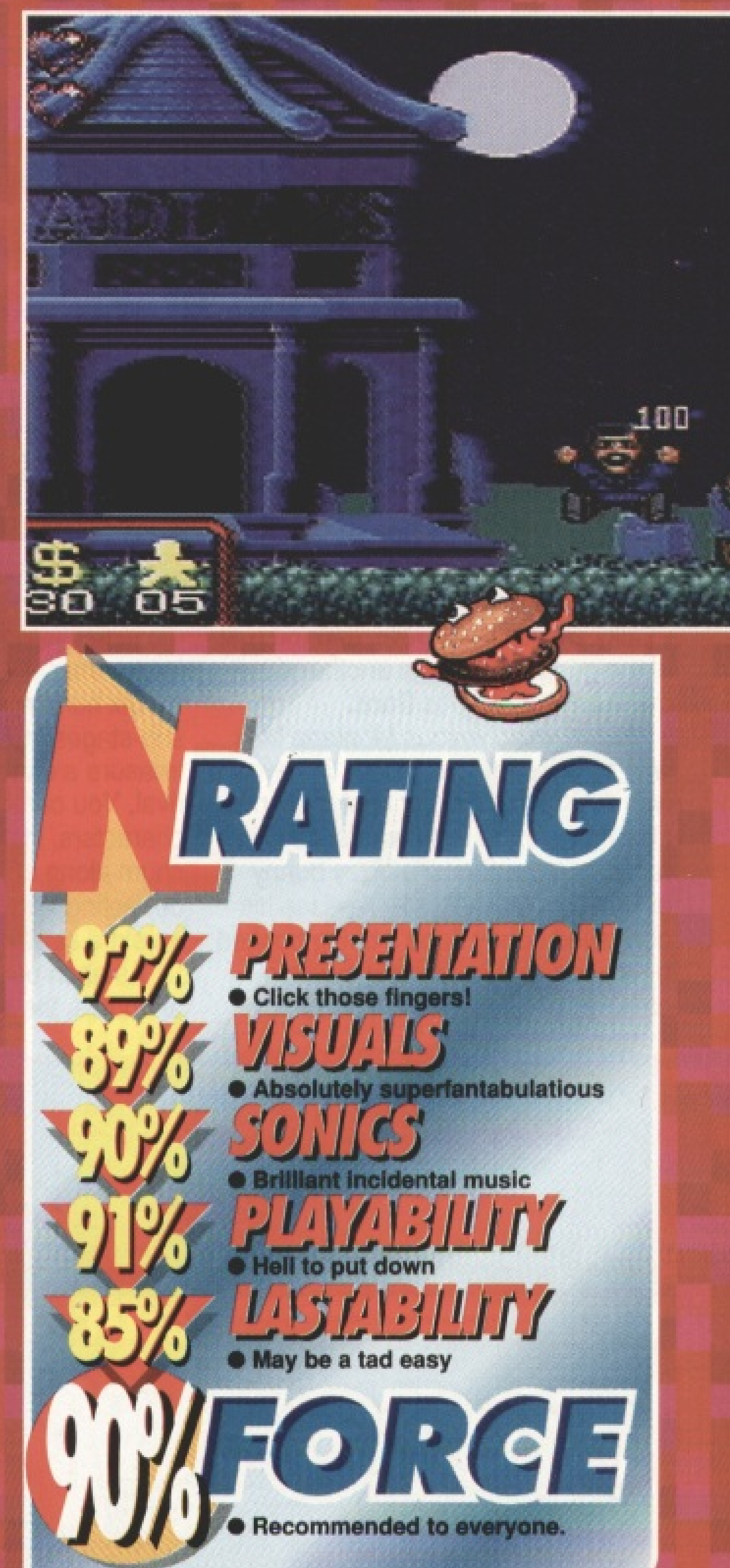
Southerners) will find it more testing.

Brilliant colours, levels galore, and no signs of slowing down anywhere. It's the minute attention to detail, like the tapping of Gomez's foot, the way he skids in the snow and the moving moon, that make it a cracker.

You've seen the film, bought the T-shirt, now play the SNES version. It's totally mega! ***ACE 90%***



Toasted fingers, grilled toes and a barbecued bottom. Romping through the furnace, life is one big fry up!



N RATING

92% PRESENTATION
- Click those fingers!

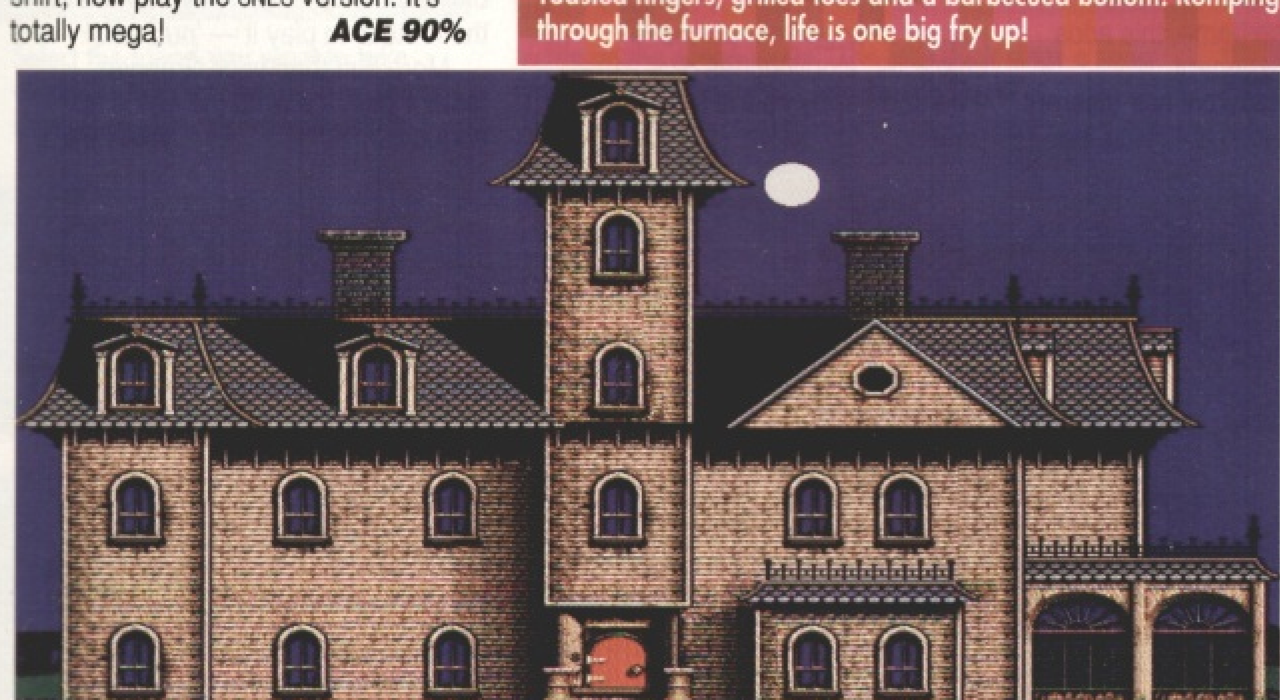
89% VISUALS
- Absolutely superfantabulatious

90% SONICS
- Brilliant incidental music

91% PLAYABILITY
- Hell to put down

85% LASTABILITY
- May be a tad easy

90% FORCE
- Recommended to everyone.



Producer: KONAMI ■ Players: 1 ■ Price: TBA
Supplier: KONAMI

NES

CUTE OR WHAT?

POW ?×0 ×31

Tiny Toon Adv



Bunny girls are desperate to snog him but ACE prefers a quiet night in with his carrot...

It's cute, it's cuddly and it's absolutely mega! Get your Acme floppy ears on and get tooned for the ultimate funky fresh cartoon adventure.

I loved the Game Boy version and on the NES all the fluffy action is in glorious Technicolor. Buster, Furrball, Plucky Duck, Dizzy Devil, and the rest of the gang are back in another cosy quest for the hapless Babs.

Mean, mischievous Montana Max was so peed off that Buster Bunny won the Carrot D'or for best student film at the Acme film awards, he rabbit-napped Buster's dizzy bunny girl, Babs. When Buster realises his bob-tailed bonny babe's being bonked by a bourgeois blubberpuss with a carrot fetish, he's one bummed out bunny. He's rounded up all his well 'ard mates, got his bouncy boots on and set out on a mission to get his floppy-eared fancy piece back!

Big bunnies!

Those who know the Game Boy version can see at a glance that on the NES, this wacky adventure is bigger than ever.

Six humungous levels littered with sub-stages make this toon-ridden treasure a cartoon carnival without rival. You can no longer flick between characters, instead take one toon chum along at a time. Far from detracting from the game, this adds an extra strategy element.

As each perennial pal has different attributes, the art is in choosing the right character for each section. Dizzy Devil's your best bet in the Sure Weird Forest, while Plucky Duck the tap-dancing super swimmer's ideal for the Motion Ocean.

Action's for one player only and takes the bop-the-baddies-on-the-bonce Marioesque form.

Mash Monty's end-of-level guardians to grab a key and move onto the next level. Watch out for Elmyra the over-endowed randy rabbit. She's hiding in rooms throughout the levels, so watch out or she'll snog you to death — Aarghh! (but what a way to go)!

> "It's what the NES is all about"

Burst balloons for hidden prizes, collect 30 carrots and take them to Hampton for an extra life, toon-a-rounds change your partner's character, stopwatches give extra time and happy hearts save your life once!

Waggling ears

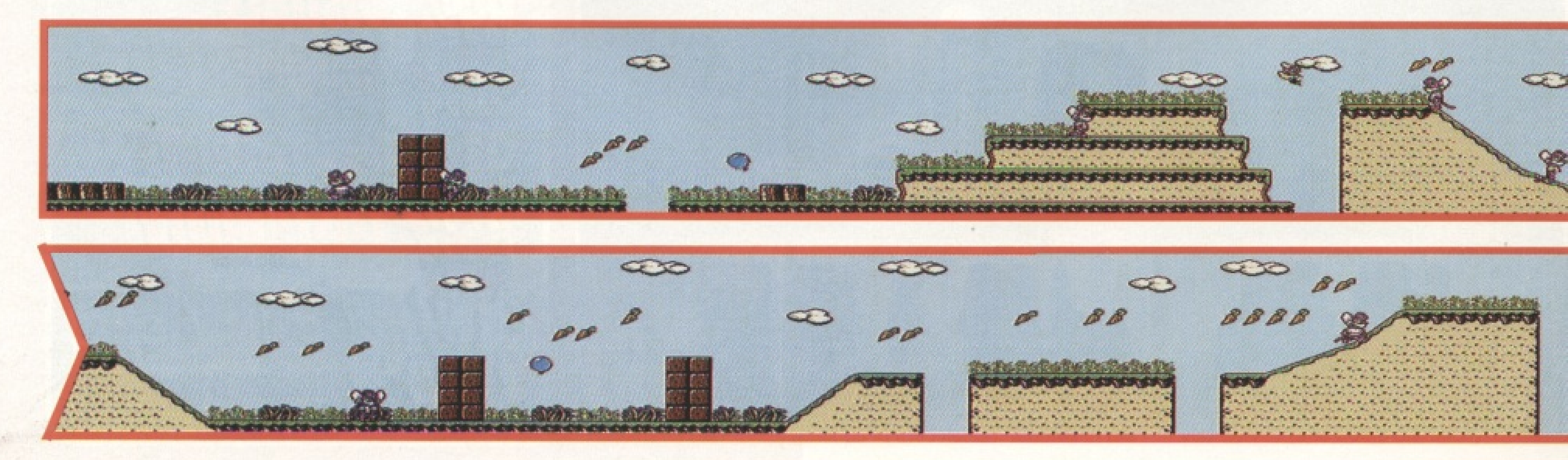
Graphics are brilliant, each level has a different theme and feel. The amazing animation sets this title apart from its counterparts.

I love the careful attention to detail — the way Buster's ears waggle as he gracefully bounds from ledge to ledge. In-game loony toons really capture the wacky cartoon spirit.

The funky fluffy sounds, perfectly complement the graphics, and gameplay's as brilliant as ever. With six massive levels and a multitude of sub-levels, the lastability factor's excellent.

I could wibble on forever about how amazingly gob-smackingly brilliant it is. Let's just say I turned off the football to play it — 'nuff said!

More fluff than your Grannies feather bed. It's what the NES is all about. Buy it! **ACE 88%**









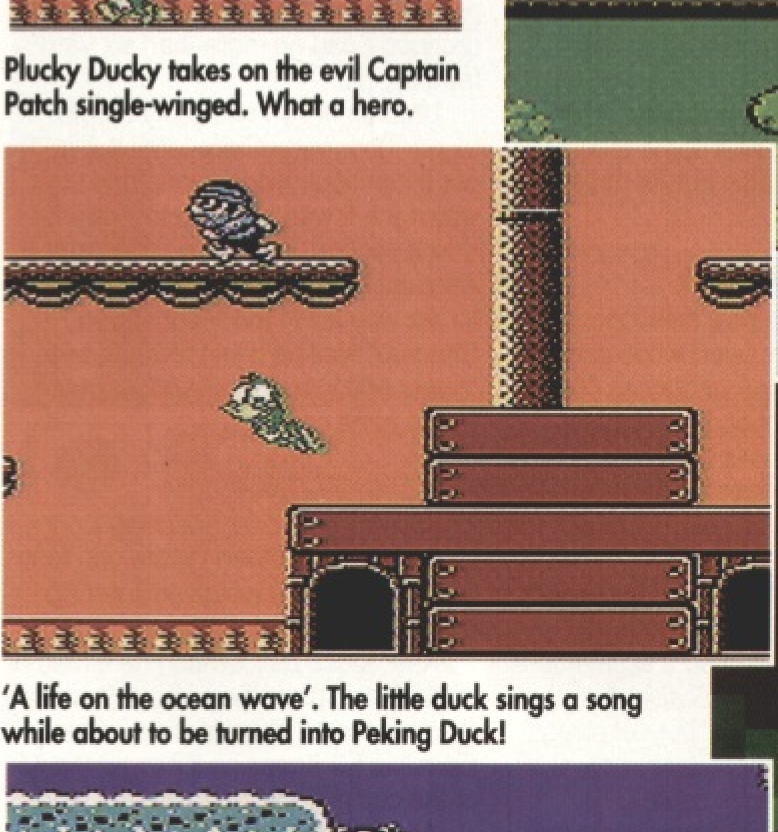
Pass the bucket! *Tiny Toons* is so cute it'll make you cough up carrots just by looking at it! Trouble is, it's a fantastic game too! All the characters from the hit animated series are here, packed with animation and each having their own special moves. The multi-level platform adventure has been done over and over again on the NES, Mario being the classic example. If people want to play these games, companies will keep producing them. And why not when they're just so addictive and playable? Watch all your favourite cartoon characters come to life on your NES. Play *Tiny Toons Adventures* now!

SHADES 90%



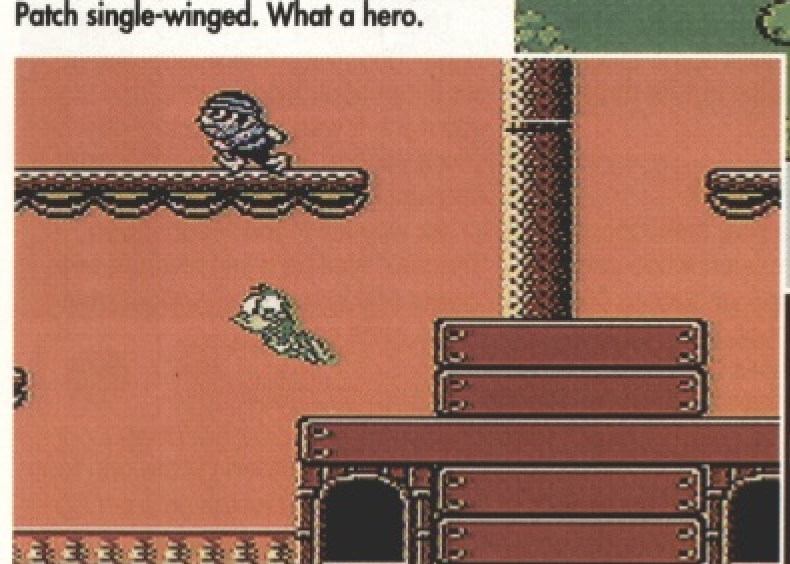


The advantage of being a feathered bloke is you can fly over nasties!

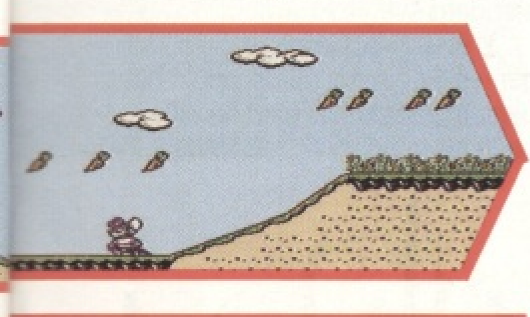


Plucky Ducky takes on the evil Captain Patch single-winged. What a hero.

Select the friend you want to take along for the ride. All the Tiny Toons characters show up sooner or later.

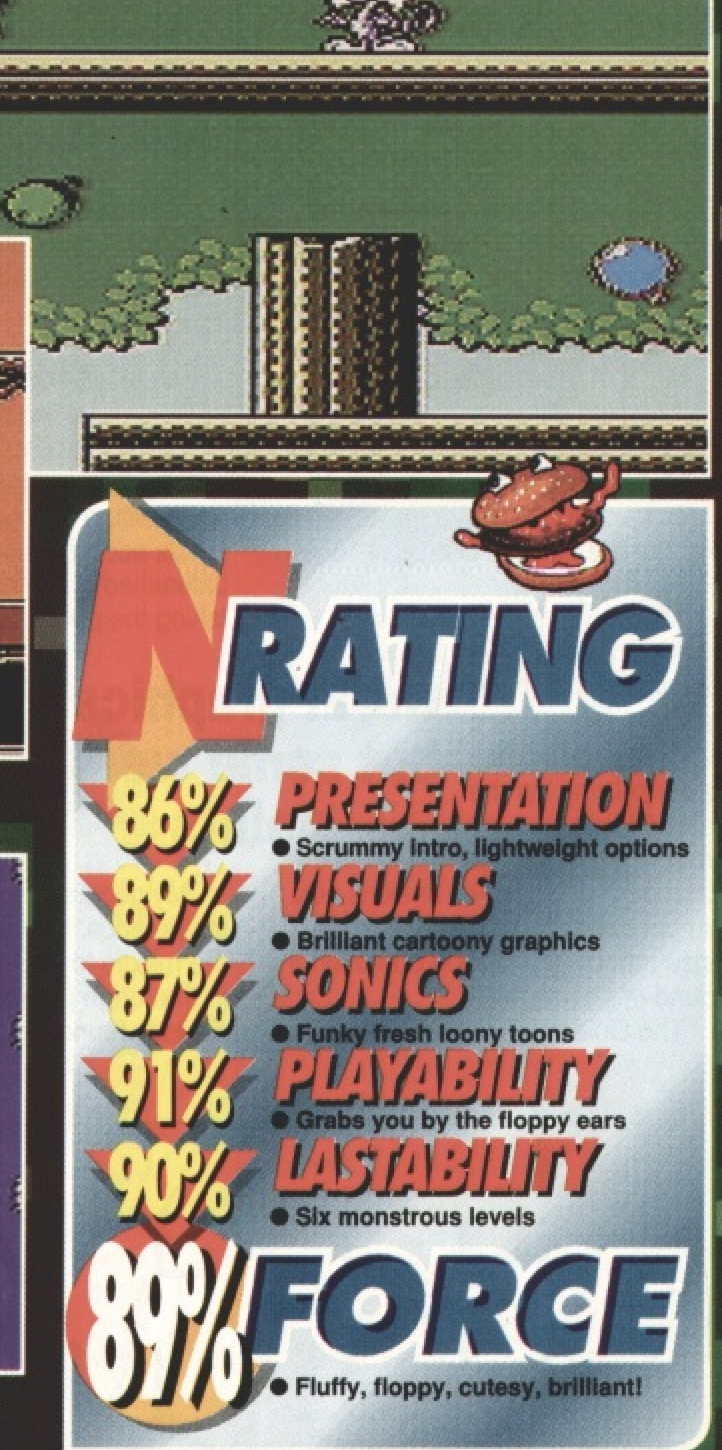


'A life on the ocean wave'. The little duck sings a song while about to be turned into Peking Duck!





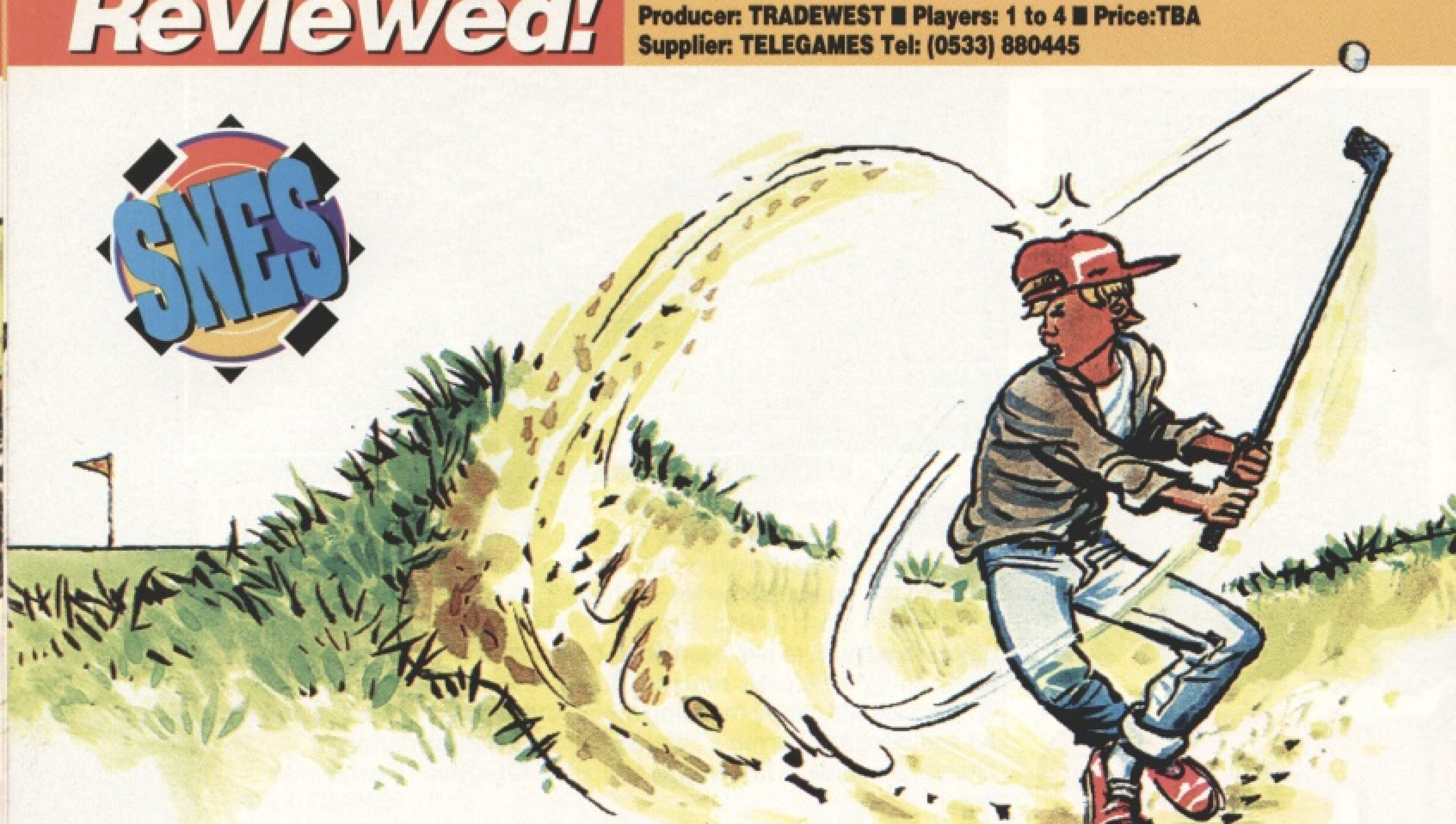
That's the best place for a duck — underwater. Plucky looks a bit surprised.



N RATING

- **86% PRESENTATION** — Scrummy intro, lightweight options
- **89% VISUALS** — Brilliant cartoony graphics
- **87% SONICS** — Funky fresh loony toons
- **91% PLAYABILITY** — Grabs you by the floppy ears
- **90% LASTABILITY** — Six monstrous levels
- **89% FORCE** — Fluffy, floppy, cutesy, brilliant!

Producer: TRADEWEST ■ Players: 1 to 4 ■ Price:TBA
Supplier: TELEGAMES Tel: (0533) 880445



Gunns within easy reach of the green, as long as he watches that wind meter and power bar on the left. Nice stance, but where's the yellow pants?



Albatross, birdie, eagle, skins, four balls, niblicks, mashies, spinach and yellow trousers — what's it all about? It's the annual N-FORCE invitation golf tournament with GUNNS...

This year's tournament starred Ace and I in a grim head-to-head against Oz and Shades. The battle ground — Tradewest's *Jack Nicklaus Golf.*

Me 'n' Ace won the toss and chose the Muirfield Village course as opposed to The Bear's Track — the computer's random selection of 18 holes from the 36 with a maximum par of 72 or the players' choice of 18 with no par limitations.

The draw was made amid a cathedral hush — Oz was to shoot first followed by me, and Ace and Shades were to bring up the rear. All that was left was to decide what game to play — stroke or skins. Oz plumped for a skins game and the prize money set at $900,000 over one round of 18 holes.

The Golden Bear gave the benefit of his advice on the first hole: 'This is the largest green with some tough undulations — watch out for three putts.'

The Bogey Man

We shot from the blue tees ignoring the shorter (and easier) white and red ones. It was a par-four playing 454 yards with a slight dog-leg right.

Oz addressed his ball and unleashed a monster of a swing taking the power bar right to the top of the red but stopping a touch short of the clean hit line. It caused a slight hook well clear of the traps, but set nicely for a clear approach.

> **"Great graphics, but some weak points"**

My good self, with usual indifference, blasted one straight up the middle for 331 yards, Ace landed in the rough past the traps and Shades found sand with embarrassing ease — so deep he didn't need a sand wedge so much as a bucket and spade!

Apron approach

Oz's second shot was a peach — a sweet seven iron dropping a fraction below a clean hit. The ball shaped a graceful slice, held up in the wind and dropped dead no more than six yards from the pin.

Unfortunately I was jerky on the trigger (too many shoot-'em-ups) and got a foul hook landing long and way, way right. It was all down to Ace. He took a six iron, lined it up, let fly and watched in disbelief as what looked in all the way fell in the rough apron. Shades? Well he'd just finished two towers and was now digging a moat for his sand castle!

A firm stroke

On the green, the perspective changed as Oz called up the grid from the options menu which outlined the slope and break of the green.

After much deliberation he aimed a little left and gave the ball a firm strike to cover the 18 or so feet to the hole. He fell to his knees as it caught the lip of the cup rolling some two feet past.

Ace, without a second glance, grabbed the joypad, selected a wedge and holed out from all of 32 yards!

After Oz had stopped banging his head on the SNES and Ace finished the highland fling, the shot was watched over and over using the instant replay — both normal and reverse angle.

We took the match with $625,000 but Shades won first prize in the sand-castle competition.

19th hole

This is a well-drawn and executed game with some great graphics. Update's a touch slow and at times perspective's a little out, but the animation of the player's swing's well above average and steers well clear of the cutesy style of other games.

If you're thinking of buying this, bear in mind it's a sim, not a game. On the whole it plays well and is a fair representation of the game of golf — the instant replay from varying angles is a gem.

However, there are one or two weak points — such as no indication of the lie of your ball other than in or out of the sand, on or off the fairway etc. The method of lining up a putt is mostly guess work, there are only two courses and there's no provision for saving multi-player games or options on clubs — you're stuck with a standard set.

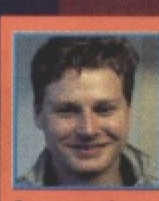
These points don't really affect gameplay but the game would have been the best of its kind had they been included. ***GUNNS 74%***

Jack Nicklau

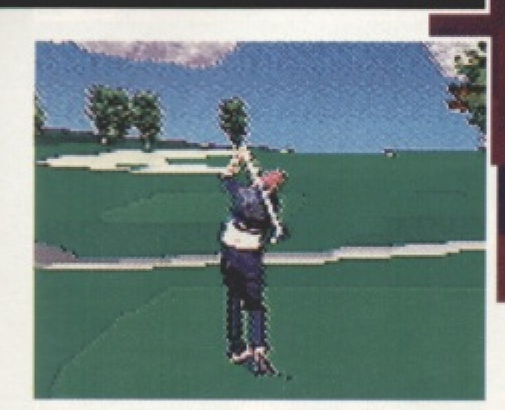




In the bunker with only a short chip to the green. You can expect plenty of sand on these two courses!



Great graphics and addictive gameplay make this golden golf sim a perfect intro to the gentleman's game (ooh, sexist! —Ed). Gameplay's a bit dodgy, everybody basically gets the same length drive off the tee regardless of which direction the ball goes. Putting's frustrating as there's no accurate depiction of the camber and slope of the green. There's a good variety of options — by far the best option's the skins tournament where you play against each other for big cash. Surprising how worked up you get when you've got a 20-foot putt for $300,000! As an accurate golf sim, I wouldn't recommend it, but as a multi-player head-to-head it has great appeal. Definitely see before you buy. ***ACE 80%***



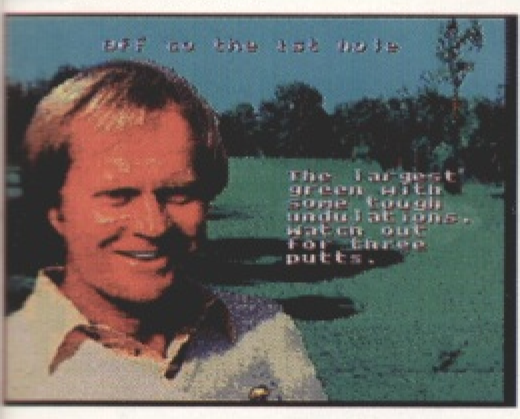


Mountains, crystal-blue lakes and plenty of little white balls flying around. The digitised graphics on Jack Nicklaus Golf is just one of the many treats in store for sports sim fans.

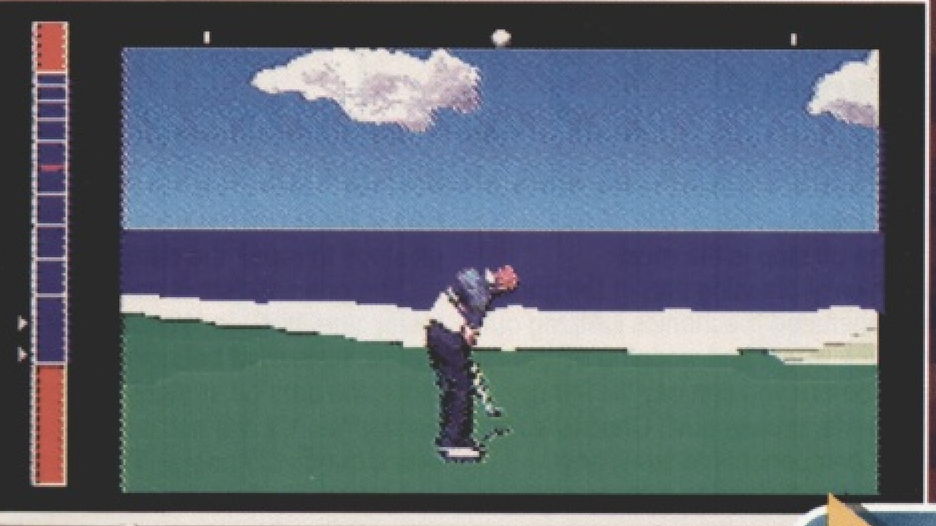


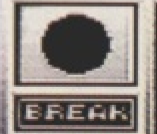
Build your own course by choosing holes from the menu and placing them on the course card.

A sledging drive past the bunker and around the trees.



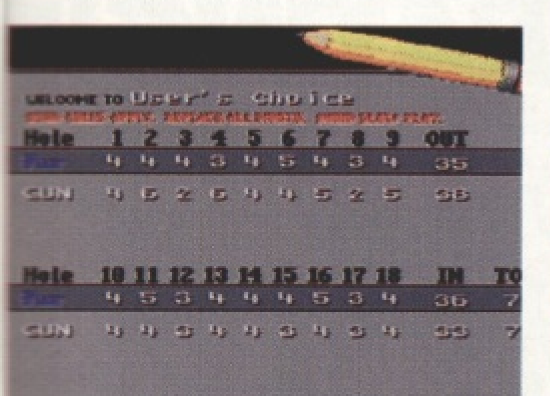
That's some sunburn Jack — I think it's time you took up an indoor hobby like stamp collecting!













s Golf

RATING

89% **PRESENTATION**
● More options than the pro shop

79% **VISUALS**
● Good looking as the 19th hole

38% **SONICS**
● Practically non-existent

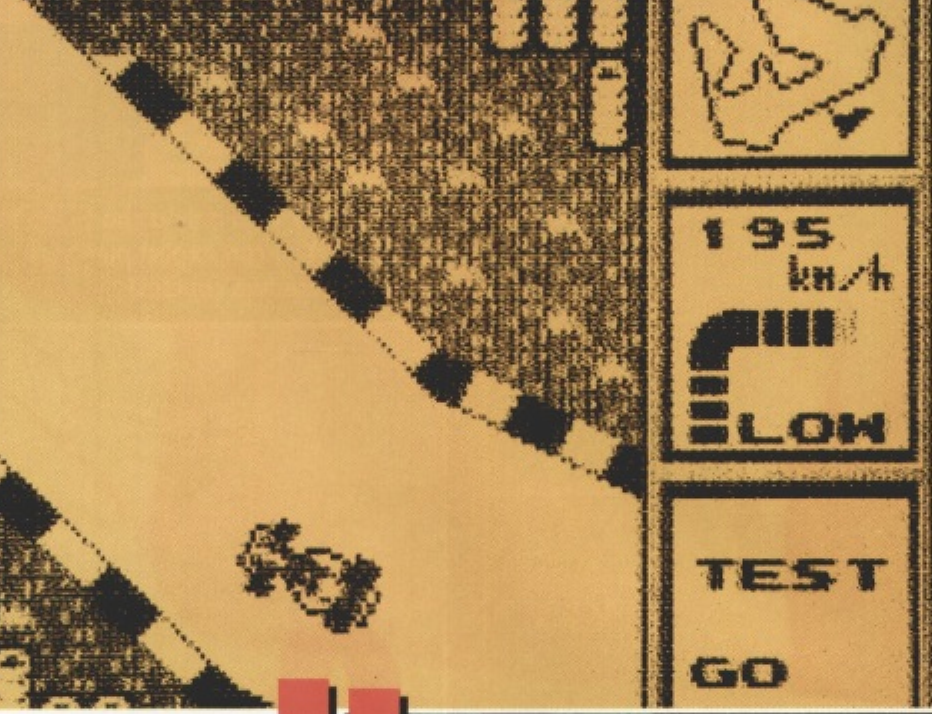
?2% **PLAYABILITY**
● Instant playability, bar the putting

78% **LASTABILITY**
● Really needs more holes

77% **FORCE**
● A fine simulation let down by minor faults

BOY





Vrrooom, Vrrooom... Screaming (well toddling really) into the corner at 95 kph. The M25 was never this much fun.

World Circuit Series



Sweaty helmets and burning rubber — sounds like SHADES has been at the disco again!

Nigel Mansell eat yer heart out, you've got some strong competition — and it's on the Game Boy!

World Circuit Series is the ultimate cart for anyone who'd like to jump into the driving seat of a fire-breathing, high-powered beast on wheels, but can't drive for toffee.

Options ooze out of every nook and cranny of the track. Three types of game are available: practice, single race and series circuit. The last gives a tour around the world visiting different courses in each country and driving against stiff computerised competition.

Three categories are selectable — Formula 3, F-3000 or the ultimate in driving sport — Formula 1.

Crazy customising

Races can be run on any of the 16 international courses — England, America, Japan, you name it, there's a course there! Players can select pre-defined cars, or customise their own with engines, wings, tires and transmission available.

If you've mates with the same cart and a game-link cable you can even take part in a four-way race.

After going through the options the game still looks the same. The only differences are the track shape, car handling and the speed at which it zips about.

Every track has a pit stop, and urgent repairs flash up in the corner of the screen.

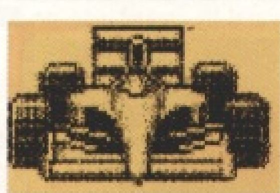
The pit stop is the most graphically-pleasing part of the game with animated mechanics jumping out from the wings and wopping off the tyres before you can say 'fill her up with 4-star please guv'. Choose a list of car components to solve any problems which arise with your motor.

Burn rubber

There are really only two ways to create a driving game. The driving seat view with 3-D track, or aerial view with all the action happening Scalextric style.

The latter certainly seems to be the best suited to the Game Boy. Those who want a fun trip about the track with an almost-guaranteed win had better go for the Formula 3.





Formula 1 racing's a nightmare with cars spinning off the track and lots of pit stops to repair the damage.

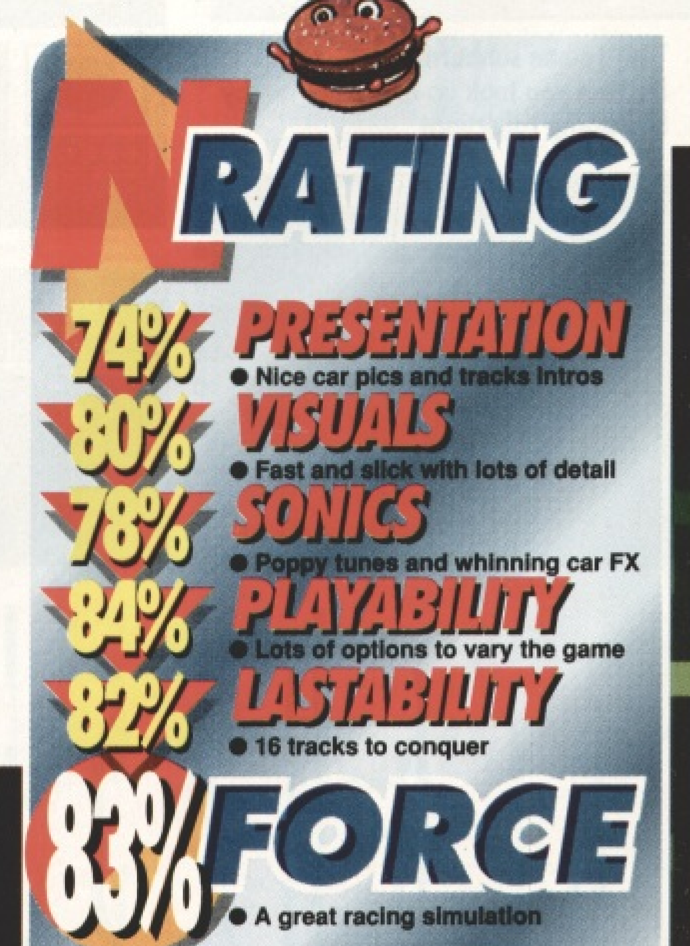
The one criticism is collision is totally unrealistic in *World Circuit Series*. Instead of bouncing off each other, the cars go straight through each other. It's like being in a race with a bunch of spooks! This is only a minor moan — it's still wildly addictive.

This game's packed with detailed graphics and has more options than a pack of chocolate drinks, making it one of the best of its type I've played on the Game Boy. Putting a handheld pedal to the metal was never so much fun!

SHADES 80%



Right from the start this game screams quality. After the annoying ping that greets you every time you power up your Game Boy, your ears are assailed by the roar of Formula 1 cars howling past the pits and some great in-game music. The number of options is quite astounding, and they're easy to access and understand — something of a novelty these days. At no time do you feel the game is getting beyond you or a need to refer to the manual. Without a doubt this is at its best on the four-player adapter. My only complaint is that having competed in this mode the one player game loses a lot of its attraction. All in all a fine racing sim, in fact an absolute stormer. ***GUNNS 85%***



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ACE puts on his Pee-Jays and a silly hat and prepares to kick some Yankee butt!

Get yer willow swishing, yer curve ball dipping, and yer popcorn exploding in this brilliant new baseball sim.

Fans of the USA's national sport can get out their pin-striped pee-jays and hard hats and join in this super sports extravaganza.

When it comes to razamatazz there's no disputing the Americans are tops and this cart's no exception. There are cutesy cheerleaders galore shaking their pom-poms at every available opportunity, hit a home run and they do a dance — if you're lucky you might even get a snog!

If you're new to baseball then I'll quickly skip through the rules. The idea's to hit as many runs as possible. To score a run you advance one of your players round all four of the bases — similar to rounders.

After three batters are out, the batting side fields and vice versa. You can be caught out, pitched out on strikes (if you miss three good pitches by the pitcher/bowler) or thrown out at base (when the ball's thrown to the base before the runner gets there). Okay, now that's sorted out, let's get onto the cart!

Stat attack

Most British sports fans are put off by the endless statistics accompanying most American baseball sims. This one has a similar mass of information but for once it's relevant!

The computer keeps track of each player's stats and lets you know how they've been hitting so far in the game. If your player's having a hot game, his stats alter, making him more likely to come up with a clutch play.

Another brilliant feature's the edit team function which allows you to construct your own team from scratch. This is the first baseball game I've seen that takes into account the fatigue factor. As in real life, during a season, players get tired and need resting before they're fully fit again.

Don't be fooled by the cartoon style graphics, beneath this glitzy exterior is a 100% dedicated baseball sim. All the features of the real game are here.

The pennant race mode lets you set up a schedule where you play against six teams for a season of anywhere between ten and 130 games.

Your team line-up's made of starting players, the bench and the farm (potential first team players not selected). Anyone from the bench can be substituted into the first team action but farm players graduate to the bench before they can play!

With three ways to play the all-star mode, one or one versus two players and even a watch game function in which the computer entertains you with a game of your choice — there are more options than Shades has girlfriends!

> **"Best baseball sim in a long while"**

Grand slam

Slam in the cart and you get a brilliant intro sequence. There's sampled speech but the commentator sounds as if he's constipated!

Ingame samples are spot on. Unload a fastball deep into centre field and the crashing 'thwack!' of wood on ball is enough to make your eyes water!

Sprites are well-sized, cute and pudgy. Action's viewed from a 3-D perspective behind the catcher's mitt with a close ups of 1st and 3rd base when they're loaded.

Sonics really capture the atmosphere of a day at the ball park, with plenty of catchy thigh-slapping numbers to munch yer hot-dog and swig yer beer to.

With an extensive variety of games to choose from and a battery back-up options, lastability's brilliant! Playability's unfaultable. You've got access to every facet of the game (substitutions etc) from the joypad.

Pitching's easy and with all the pitches at your disposal you can strike-out your opponents with alarming regularity.

Whether you're an experienced slugger or a baseball virgin *Extra Innings Baseball* is a worthy addition to even the most die-hard sports fanatic. This is the best baseball sim I've played for ages and it's currently my fave game!

ACE 91%

SNES

DO YOU ALWAYS WEAR PEE-JAYS TO PLAY BALL?

Extra Inni



Aaarghh! Hit the batter and he automatically walks to first base. Use this to your advantage by nobbling your opponents biggest hitter.



What a game this is! Every aspect of the American summer game is here — and more besides. There are far too many good points to cover, so here are the minor niggles: the fielders move too slowly, sampled speech is strained and why oh why are the players so god-damn cute? The effect spoils what's a really superior game cos your team now look like overweight weebles! Basically this a homer.

GUNNS 87%



All hell breaks loose as a fly ball goes to centrefield and the runners go for first and third base.



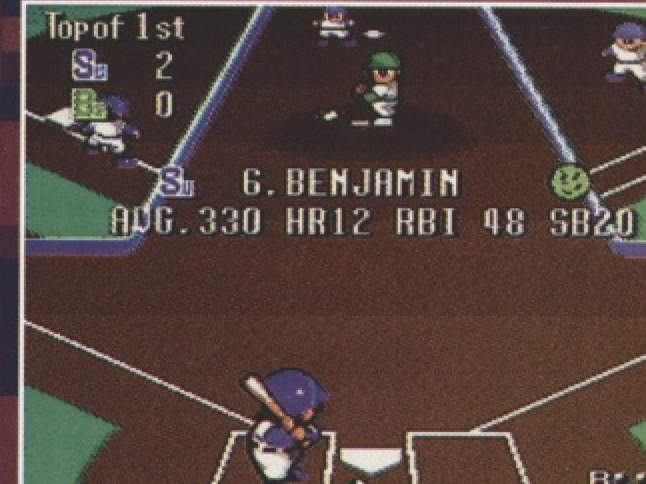
Lose the match and your babe has a major league sulk (above).

The heat's on as Benjamin steps up to the plate (below). The bases are loaded and a grand slam's on. Can the pitcher hold his nerve?





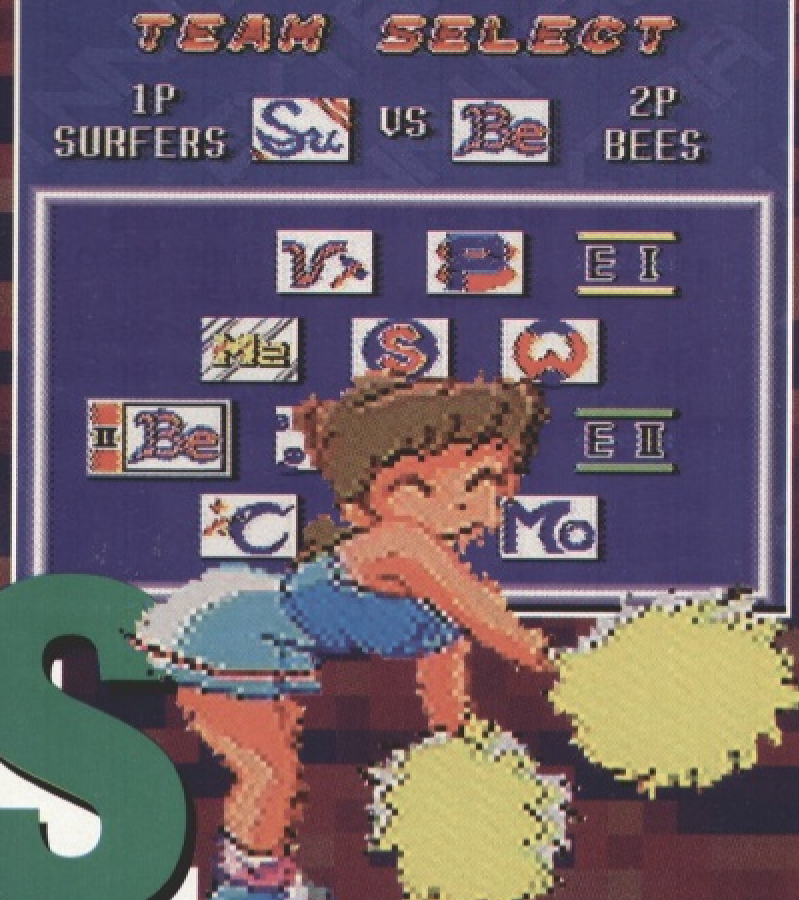
Ooof! It's a screamer! Fastball over the inside corner and it's an early bath for the hitter!



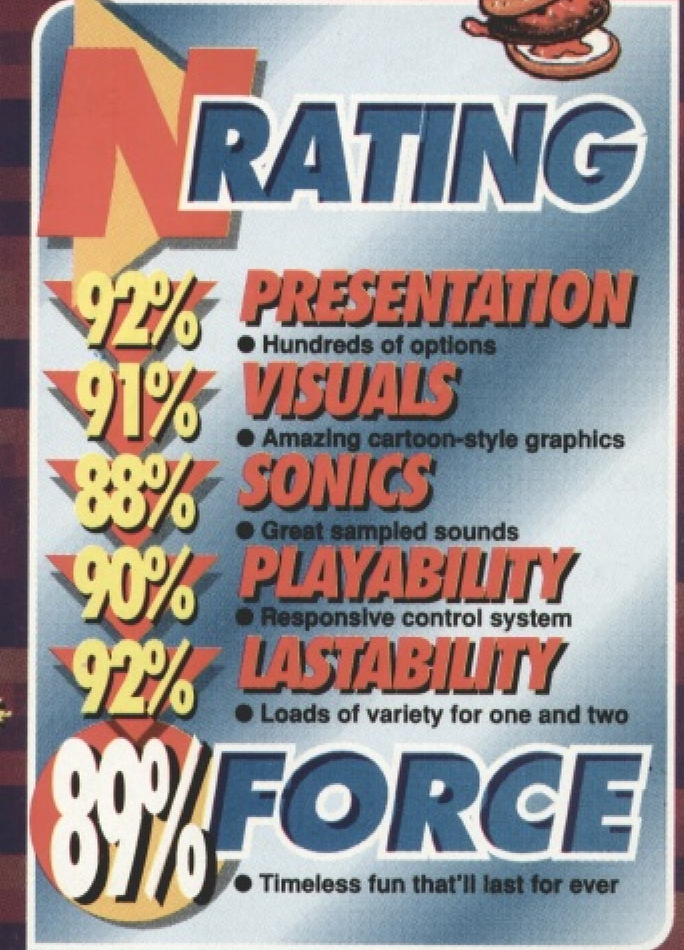




Runners are at second and first, a good time to steal (left). 'What did you call my missus?' The batter has a word with the catcher (below left). Pick a team , any team. The Surfers take on The Bees in this match (below).



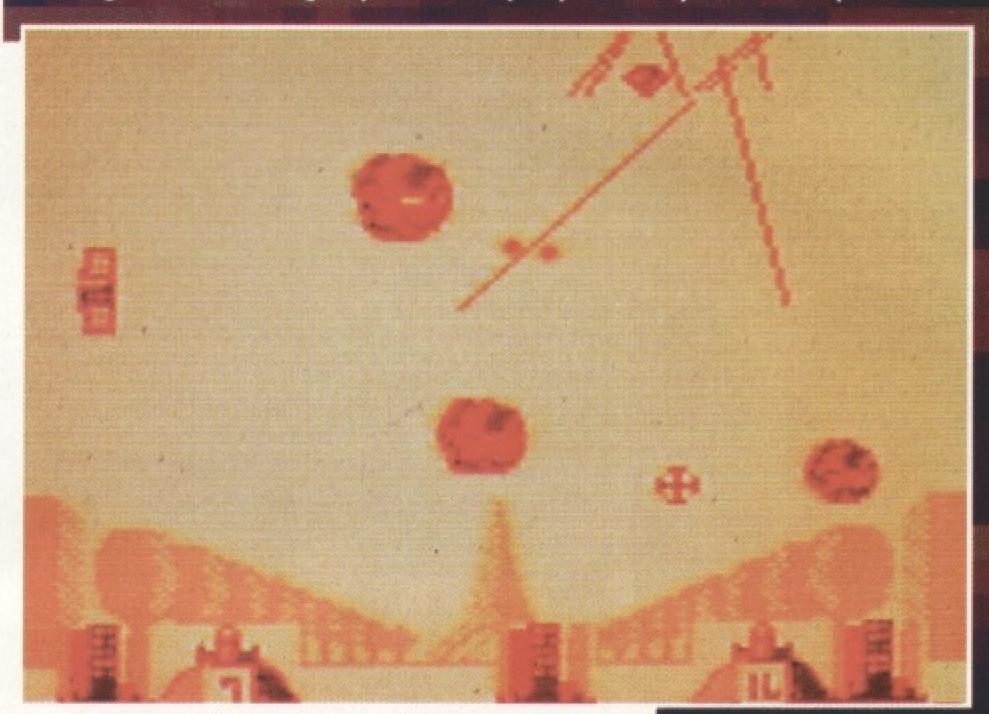
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N RATING

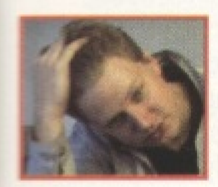
92%	PRESENTATION	Hundreds of options
91%	VISUALS	Amazing cartoon-style graphics
88%	SONICS	Great sampled sounds
90%	PLAYABILITY	Responsive control system
92%	LASTABILITY	Loads of variety for one and two
89%	FORCE	Timeless fun that'll last for ever

Batten down the hatches — the city's under attack! And when the bombs crashing down are as big as your house, you just know you're in deep trouble!



BOY

Missile Command



Prepare to be penetrated. ACE is in command of his missile and he don't shoot blanks!

This arcade classic from the early eighties has found its way onto the Game Boy and it looks and plays just like the original.

The next installment from Accolade's nostalgia collection's every bit the nail-biting, trouser-soiling extravaganza it was first time around.

Armed only with two anti-missile silos, protect millions of innocent citizens from the barrage of incoming missiles, bombers, satellites and smart bombs.

Sixteen cities are targetted for destruction, each consisting of six districts represented by a skyscraper. The two anti-missile silos are on either end of the city and are armed with 15 missiles per invasion, so aim carefully!

Missiles are controlled via a crosshair sight manoeuvred around the screen with the joypad. Target your aim slightly in front of the incoming projectiles to allow your weapons time to find their target.

Left-over missiles are converted into bonus points. To fortify a city, safeguard it through two separate invasions then move onto the next targeted area.

Successfully defend all 16 cities and you get absolutely flop all except a message inviting you to do it all again — there's gratitude for you!

It sounds complicated but it's really easy once you get into it. [A] fires missiles from the right silo and [B] from the left, leaving your other hand free to guide the sight with the joypad. This game requires lightning reactions — the pace at the end is hot.

Magic memories

I loved this game as a kid and couldn't stop playing it when it came into the office. Sounds and graphics aren't up to much but who cares with gameplay like this!

Sixteen repeated levels and a tricky difficulty setting mean *Missile Command* will keep you occupied for months. The two-player alternate option allows for great head-to-head battles.

Gunns reckons he's unbeatable with a heavy calibre weapon but I kicked his camouflaged butt.

Even though it's been ten years (eek! Has it really been that long?!) since the coin-op hit the arcades, the game doesn't appear dated.

However, many find it repetitive, others call it boring! Each level's a variation of the first only FASTER. Critics had the same complaints about *Space Invaders* but we all know how popular that was!

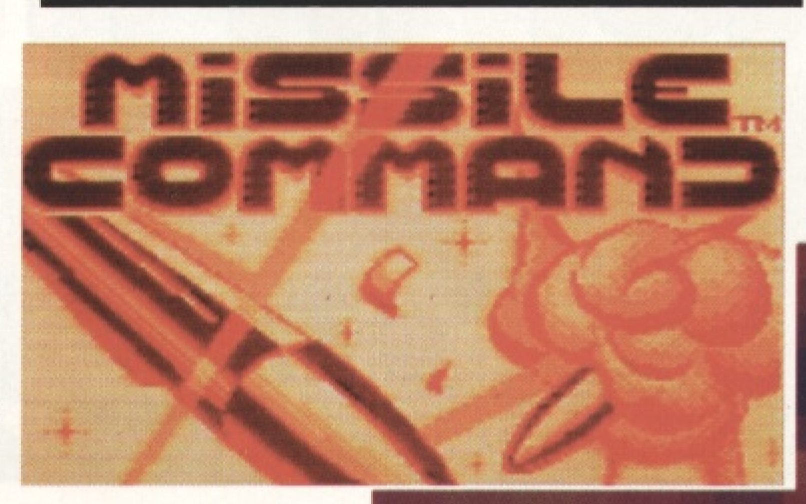
If it's variety you want, I'd look elsewhere. However, if you're looking for a real test of strategy, reactions, and reckon you can stay cool under pressure, this cart's for you.

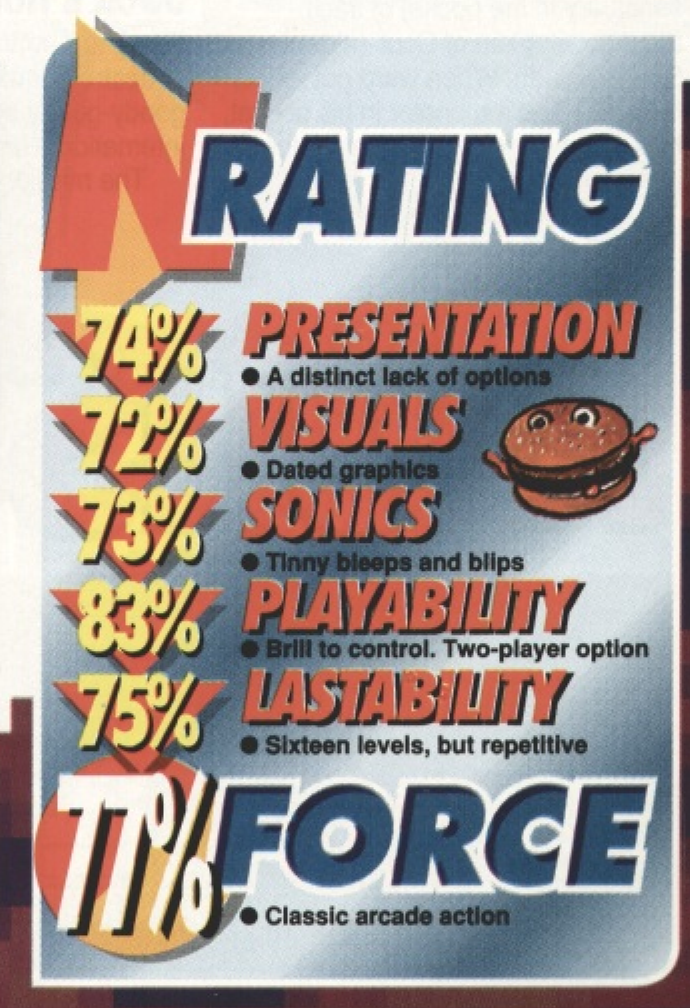
ACE 78%



This is one fast and hard piece of work! It's just you and your Game Boy against all sorts of flying nasties, with no time to waste. Missiles, huge bombs and a variety of heavy-duty planes all try their best to destroy the city you're protecting. I haven't seen a better test of reactions in a long time. On the down side, I found *Missile Command* boring after a while. Dozens of levels, but the scenery and action's always the same — it just gets faster, and faster, and faster! If you're an atomise-everything type of animal, give this a rap. If not — save yer money!

OZ 75%





NES



All the girls are always going on about the monster Ace has in his pocket. We were quite impressed until we realised he'd just nicked an NES cartridge from base...

At a convention of history's greatest monsters (so that's where Ed was last week!) The Vampire and The Monster were shrunk by a giant volcano, transformed into tiny terrors of pocketable proportions and warped directly to downtown Los Angeles.

Luckily the goody ghouls found sanctuary in the pocket of Jack, teenage 'Captain of Cool' (aka Shades' dad!). When word got round that Jack had a monster in his pocket, he scored more girlies than Gunns has grenade launchers.

Wicked Warlock got jealous because *he* had only a tadpole in *his* pocket and none of the girls fancied him any more. As revenge, the shrivelled and shrunken Warlock has released his evil monsters to terminate our heroes, take control of ghoul land and get his babes back.

Jack's house

It's up to The Vamp and The Monster to destroy Warlock, make ghoul land goody-goody again and Jack an international fertility symbol!

The mission starts in Jack's bedroom and then moves downstairs through the kitchen, scummy sewers, a creepy construction site, and an oriental palace, before the final showdown with Warlock.

If six action-packed levels is more fun than you can handle, grab a mate for simultaneous two-player action. There are oversized hazards galore. Watch you don't burn yourself on the kitchen stove or get crushed by run-away golf balls.

The name of the game's to punch and zap the horde of evil micro monsters. Each one you mash gives you points, waste enough and you get an extra life. Hurl keys and bolts to cut the gruesome ghouls down to size.

Keep your peepers peeled for hearts-in-a-jar. These leftovers from Dr Frankenstein's lab give new life by restoring hit points.

Start with five hits, you lose one every time a scuzzy-scum-sucker nails you. Lose 'em all and you're a gonna! Pummel seven shades of celery out of an end-of-level super-villain to progress to the next level.

I thoroughly enjoyed this micro beat-'em-up. The title's presented with a sense of humour and is incredibly addictive. Animation's superb, particularly impressive is the sequence where our heroes run and jump through the kitchen.

Graphics are top-notch, each level's varied and oozes colour. Despite the dudes being minaturised, onscreen their sprites are amazingly huge and detailed. Both have a different method of attack — The Monster packs a powerful punk-pummeling punch, while The Vampire blasts enemies with a bowel-bashing energy wave.

Lightweight lackeys

The goody ghouls respond well to controls and scrolling remains smooth even at a frenetic pace. The limited continues make the game challenging, but the lack of variable difficulty setting may put off both younger and experienced games players alike.

Ingame tunes really rock and drive the action along, pump up the volume and the adrenalin really starts to flow.

> "Huge detailed onscreen sprites"

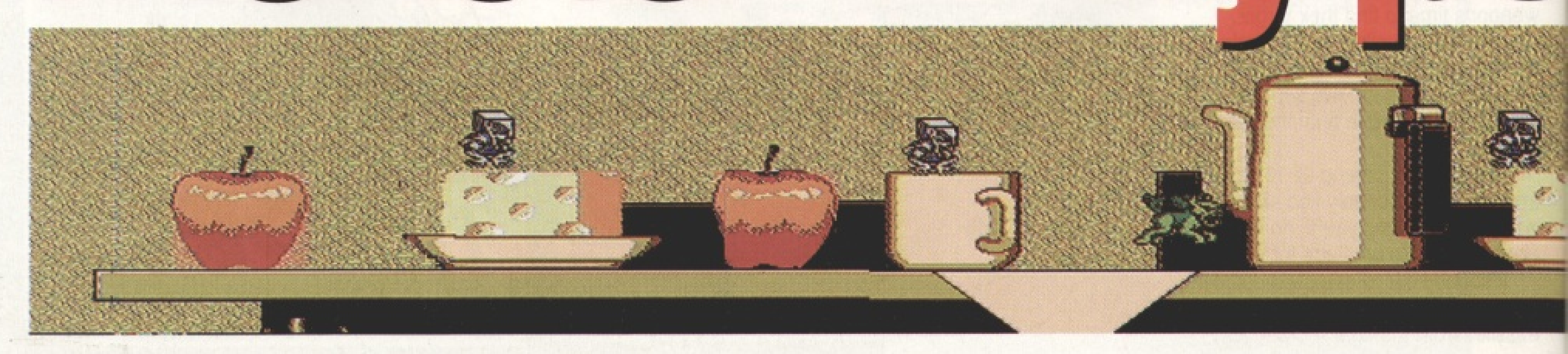
The only flaw is the lastability factor.

There are only five levels and the first few are very easy to complete.

End-of-level villains are similarly lightweight, though they toughen up towards the end. Experienced beat-'em-up players should probably try something harder.

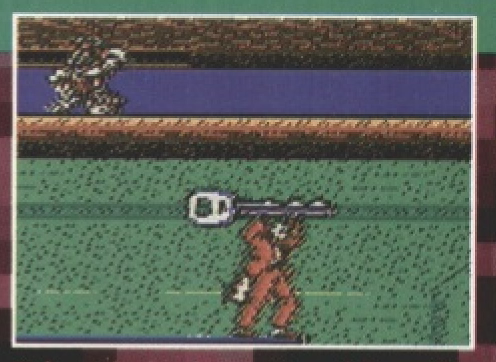
However, if you're looking for a good smash 'n bash or you just want to tell all the girls you've got a monster in your pocket, this cart is worth a look. **ACE 82%**

Monster in my po

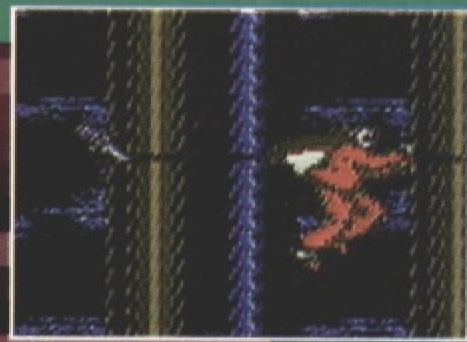


Is that a monster in your pocket or are you just pleased to see me? How many time have you been asked that and had to admit that it's just a rolled up hanky full of bogies? Well never fear, now you can get predatory pocket-sized platform punchers for your NES. I'm all for different perspectives on what's a very common game theme and this is great. The depth of play, animation, backgrounds and control system all point to a great deal of time spent on play testing. The only niggle's a nasty sprite flicker which occurs when the screen's crowded but this doesn't seriously detract from the game. And by the way I've always had a monster in my pocket and it's fully automatic!

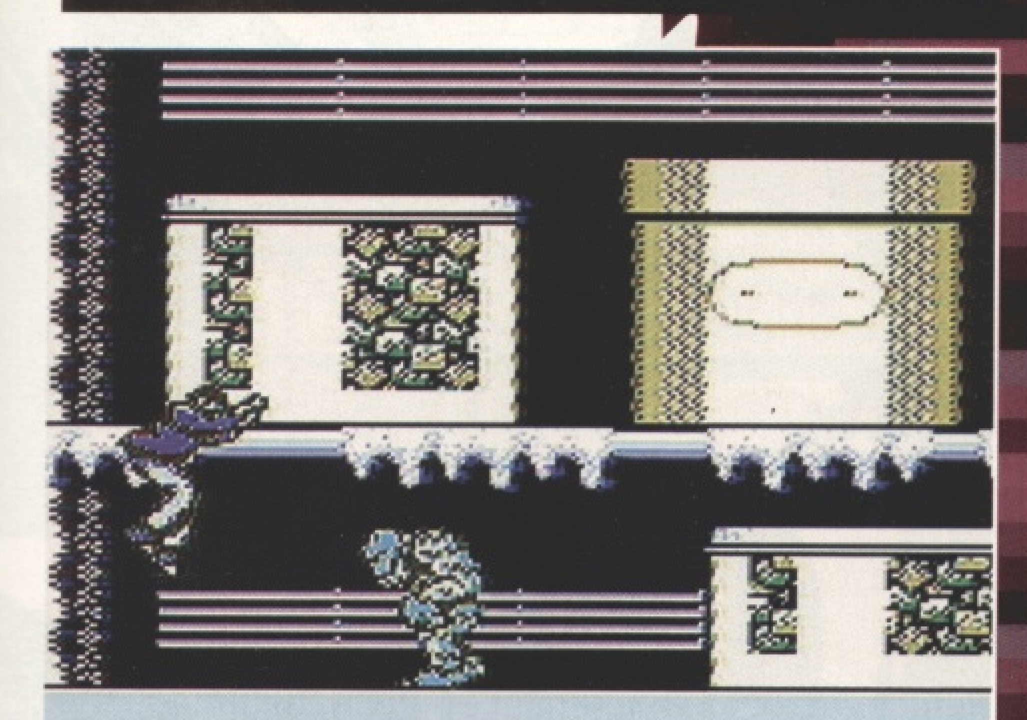
GUNNS 79%



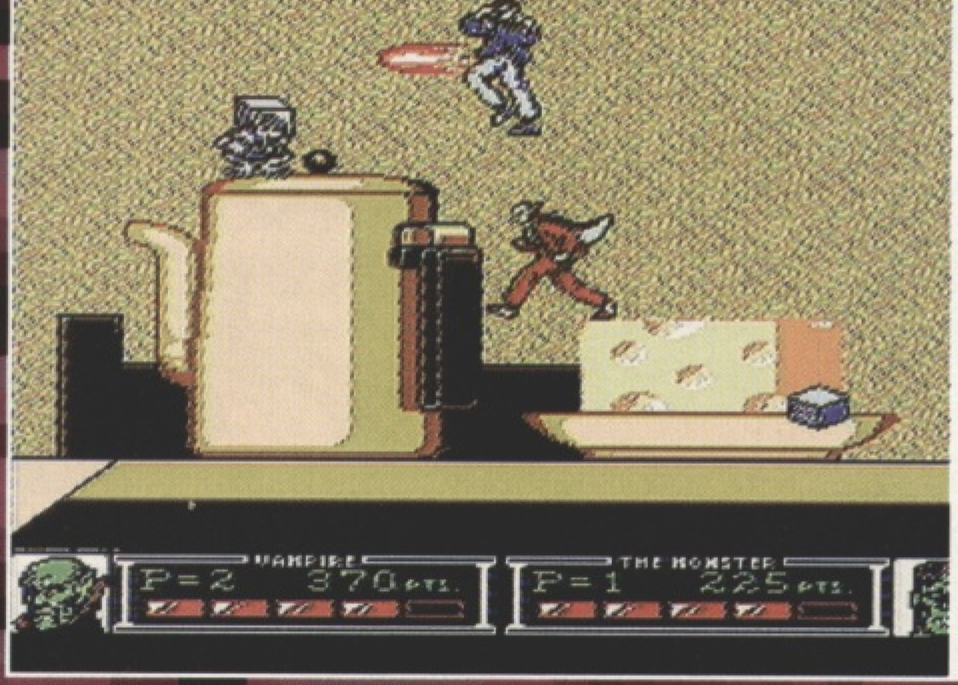
Pick up the big key on top of the radio and throw it at the enemy for maximum effect.



Spring Heeled Jack's an evil dude. Dodge his flying leaps and knife attacks.



This scum sucking baddie is Bigfoot. One blast of his deadly breath will send you into deep freeze!



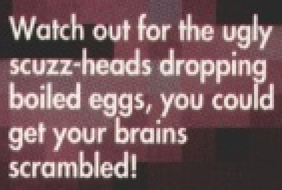
Crossing the table's no easy feat when you're only six inches tall!







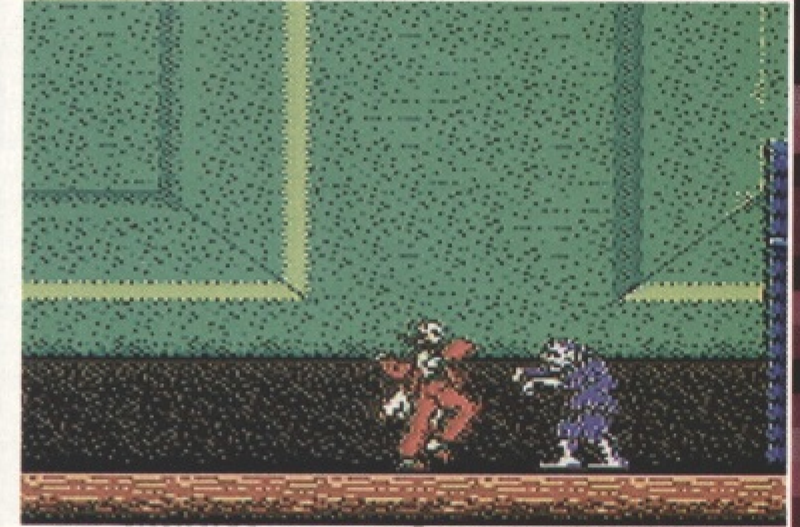
This is a party political broadcast on behalf of the Warlock party. Prepare for some serious carnage.



Watch out for the ugly scuzz-heads dropping boiled eggs, you could get your brains scrambled!

cket





N RATING

77% PRESENTATION
- Good cartoon style intro

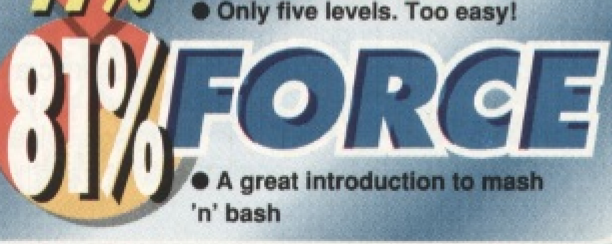
84% VISUALS
- Huge sprites. Colourful backdrops

84% SONICS
- Stompin' toons

83% PLAYABILITY
- Addictive gameplay

77% LASTABILITY
- Only five levels. Too easy!

81% FORCE
- A great introduction to mash 'n' bash



Producer: ATHENA ■ Players: 1-2 ■ Price: TBA
Supplier: KRAZY KONSOLES Tel: 0422 342 901

SNES

HIT THE ALIENS!! DOPE!

Strike Gunn

Ever wanted to fly the most advanced fighter in the history of man, capable of delivering a holocaust making Armageddon look as dangerous as a radish? Surprise, surprise, GUNNS did...

Okay, let's cut the crap and get straight into it. By yourself or with a partner, hop in your strato-strike gun-wing, tool-up with one of 15 trouser-filling weapons and blast every other swine to the far side of Hades — with a smile on your face!

I really liked this game cos of the tender way it handled the integration of alien cultures into our world — tenderised, then lightly sautéd with a **megabeam canon**, before serving on a bed of green salad with Tribble flambé in brandy sauce. Having digested, deliberated and cogitated in my one-man judgly huddle I really started to have fun.

View to a kill

STG's played over six levels ranging from rain forests to moon surfaces, all viewed in plan and scrolling vertically up the screen.

There's the option of four difficulty levels and up to nine lives. Choose your special weapon for the up-coming stage, and let rip with this and your standard laser-type canon. You have ten seconds to choose from the 15 on offer. Careful selection's vital in one-player mode cos you can't select the same one twice an' it might be the only weapon able to take out a future end-of-level scum-bag!

This blast-the-off-world-low-lifes-to-cosmic-atoms game's far superior in two-player mode (as with most things in life) and although scrolling ain't exactly light-speed there's so much going on, it don't much matter.

"Playability and addictiveness is quite phenomenal!"

Piggy-back passion

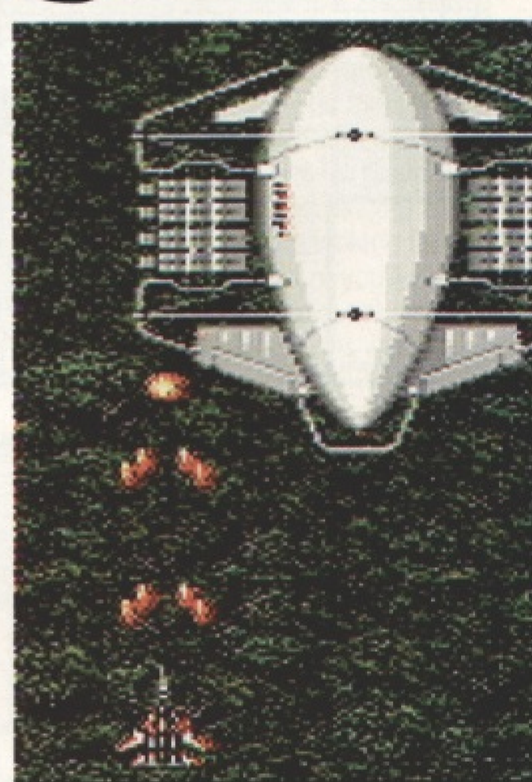
The level of power-ups is also a good indication of gameplay quality and this is no exception. You get increased fire power, extra speed but most importantly — cos your special weapon uses energy from a limited on board supply — additional energy.

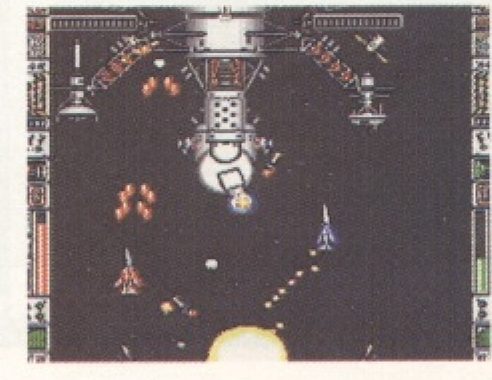
Another amusing but seemingly-pointless tactic is the way one player can hitch a ride with his partner by climbing on his back! This enables one player to have control of both planes and their fire power — why he should want to is beyond me (we'll let ya know when you're a big boy — Ed)!

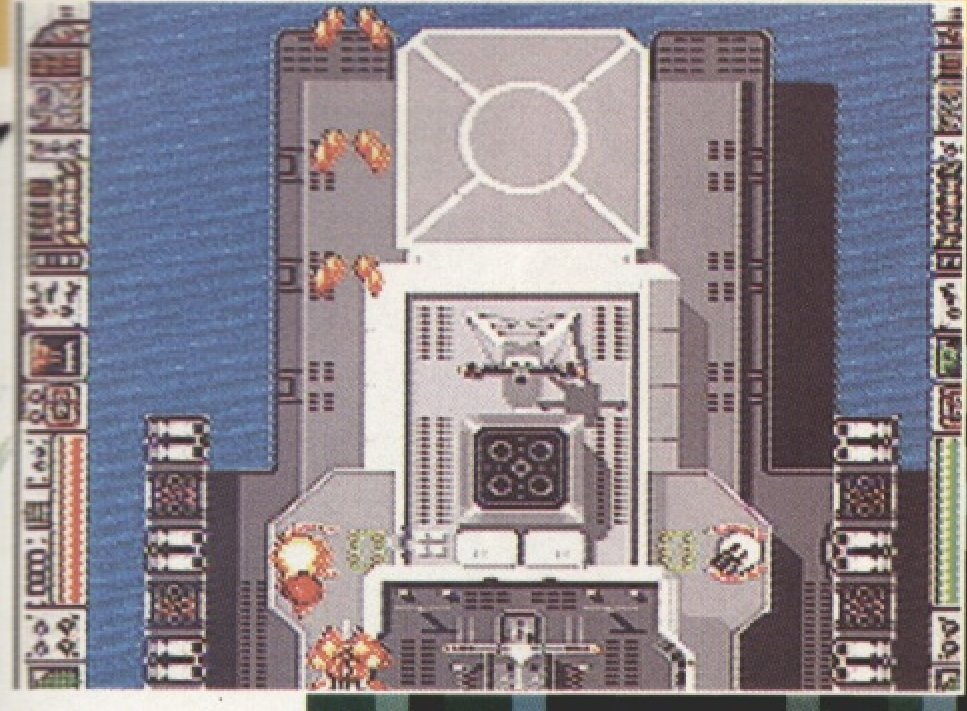
Graphically this don't amount to a hill of beans by SNES standards and if played on easy level can nearly always be completed after four or five goes (unlike most things in life).

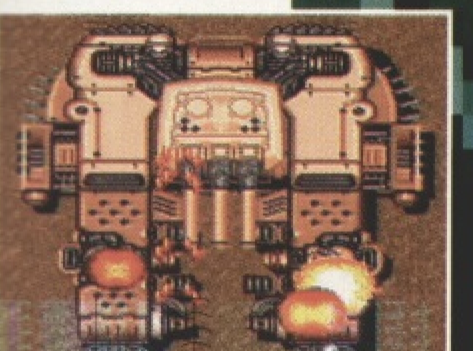
However, played on the hardest level you're lucky to see the end of the first stage. What makes this game so much fun is the ease of playability and the level of addictiveness which is quite phenomenal for so basic a game.

GUNNS 80%



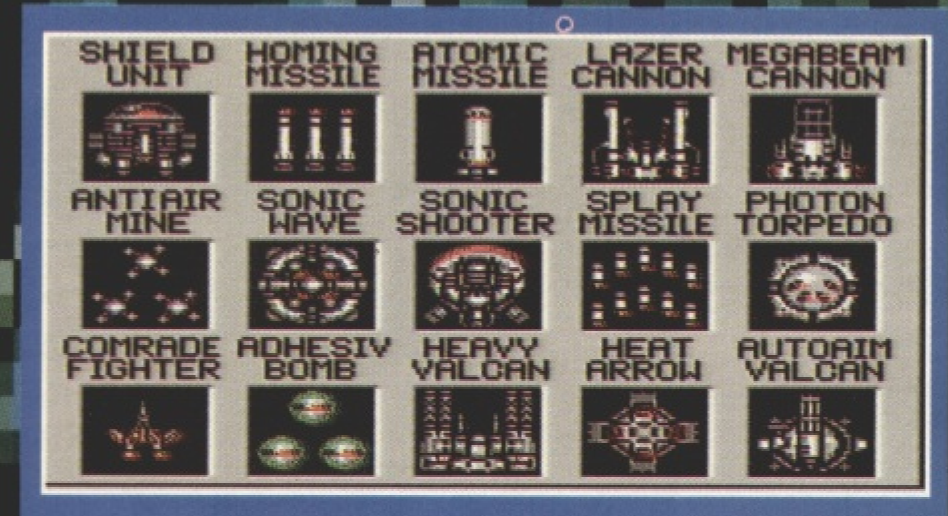






End of level three battle ship (above); drop an atomic bomb on the bridge. Self-propelled gun (left); hide in front of the tracks and use adhesiv bombs. Home for tea and scones! (below)

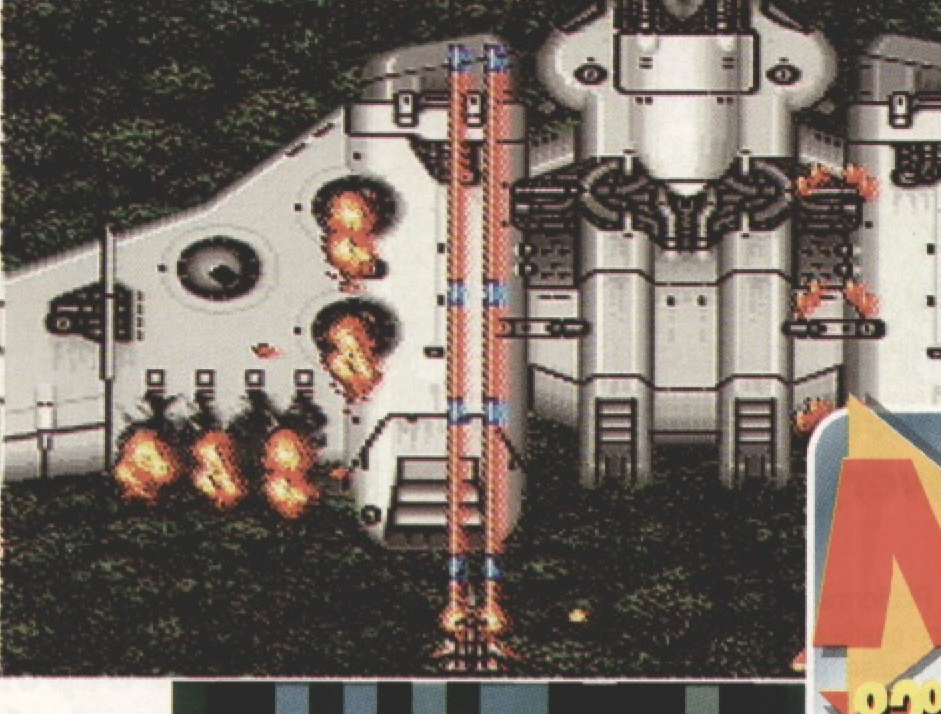




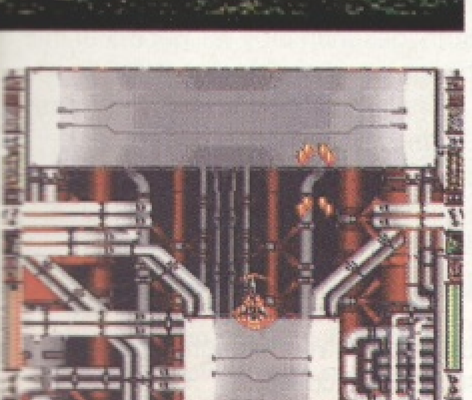
SHIELD UNIT — Gives limited invulnerability, use on last level.
HOMING MISSILES — Fires two at a time, use levels 3 and 5.
ATOMIC MISSILE — 5 uses per power-up, vital for end of level 3.
LASER CANNON — Powerful, useful on all levels.
MEGABEAM CANNON — 1 use per power-up, best for level 6.
ANTIAIR MINE — Masses per power-up, use in any space levels.
SONIC WAVE — Low-power, smart-type weapon, first 3 levels only.
SONIC SHOOTER — Energy waves, protection against enemy fire.
SPLAY MISSILE — Clouds of missiles forward fire only.
PHOTON TORPEDO — Triple fire, opposite direction to movement.
COMRADE FIGHTER — Twin fighters join you on each wing.
ADHESIV BOMB — Stick to enemy ships, best on ground levels.
HEAVY VALCAN — Rapid forward fire, good on early stages.
HEAT ARROW — 360 degree low-power fire.
AUTO VALCAN — 360 auto lock-on rapid-fire — the best!

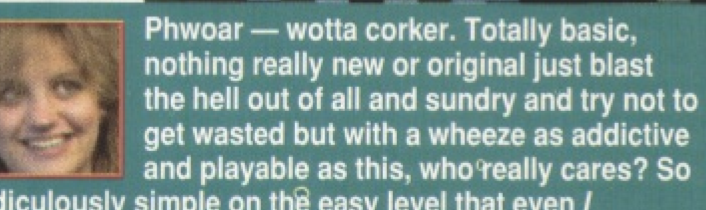


Below: end of level one, liberal use of the laser cannon pays dividends here.



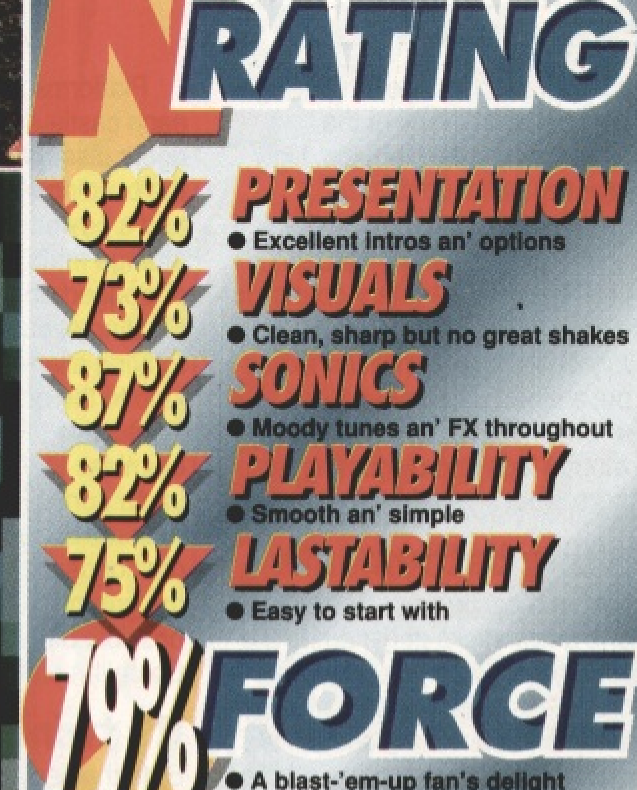






Phwoar — wotta corker. Totally basic, nothing really new or original just blast the hell out of all and sundry and try not to get wasted but with a wheeze as addictive and playable as this, who really cares? So ridiculously simple on the easy level that even *I* finished it, but on the Otaku level (which I think is Japanese for bloody hard) it's harder than a very hard thing indeed. There's a stack of special weapon choices and it's great fun trying out different ones on different levels (my fave's the Autoaim Valcan which is economical on energy and homes in on foes from all directions — ha). But choose the wrong one for a certain level and you're pancakes — with no lemon or sugar! Overall, not a stunning game but great fun and wouldn't go amiss in any blast-'em-up fan's collection.

ED 78%



Producer: THE SALES CURVE ■ Players: 1 ■ Price: TBA



Round and round the castle... our green pig-like bulging-eyed friend puzzles his way through this testing and somewhat frustrating maze.

Castelian

'I'm the king of the castle and you're the dirty rascal!' SHADES certainly knows his place in the N-FORCE team, trouble is he wants to behead everyone else for being so uncool!

Some weirdo has been spoiling the natural beauty of the peaceful planet Nebulus. Ugly castles full of unsavoury characters are growing out of the sea at an alarming rate and they didn't even ask the interplanetary council for planning permission!

Only one brave demolition expert can put a stop to the tower-block terror. *Castelian*, a small blob of a guy with stubby legs and disgusting table manners. That's you that is!

Blasting battlements

Destroying a castle's not as easy as planting a few sticks of dynamite at the bottom and watching the baby blow. Castelian has to battle his way to the top and start the monstrosity crumbling, with him riding the rubble like a wave! What a nutter — some creatures will do anything for kicks.

Platforms around the outside of each castle are connected by lifts and doors disappearing into the centre of the building. Armed with a laser spit and a powerful jump, there are strange mutations to be disposed of or dodged on the way to the top. Floating eyeballs, bouncing balls and rotating alien life forms soon put a stop to the destruction of their home.

Survive to the top of a tower and it crumbles to the ground sending you into a bonus level. This involves running along collecting coloured diamonds and jumping over holes in the ground. Amass as many points as possible before the timer runs out, or Castelian plunges to his death.

It's twins!

Both the NES and the Game Boy versions are exactly the same except for the obvious graphical difference — colour! Each castle rotates in 3-D as the plucky demolisher trundles around it, giving an excellent solid feeling to the game.

Entering a door spins the whole building through 180 degrees to see Castelian emerging from the other side, usually into the path of an oncoming alien!

Timing's the key to demolishing each castle. All the aliens move in a set pattern, so by observing the path they follow they're easily be dodged.

Some of the platforms suddenly fall away when trodden on sending Castelian tumbling down the tower. He's quite a sturdy fellow though, he can take a fall of any distance as long as he lands on a platform at the bottom. If he hits the water he drowns — no flippers you see!

> "A superb game, but just not involved enough"

Each castle has a strange name to go with it. Trap of Tricks, Realm of Robots and Slippery Slide are just some I've discovered, and completed of course!

When one's been demolished, points are awarded for time left and technique — if you go up and down the same lift time after time your technique score's not very high!

Wimps!

I seem to be the only one in the N-Force broom cupboard who likes this game. Ace and Gunns both said it's far too frustrating for them, but then they're frustrated young men!

It's true — when you get to the last door of a castle and the timer runs out you tend to swipe out at the nearest person in rage, but there's an addictive game in here too.

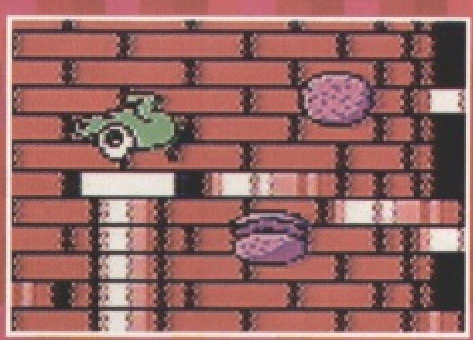
Castelian first appeared on home computers under the name *Nebulus* and was a smash hit then. Console game players probably expect a bit more playability out of cartridges than they will get out of this, though.

The amazing thing is, the NES and Game Boy versions are identical graphically, and in playability and addictivness. The only visible difference is the yellow and green graphics for our handheld mate.

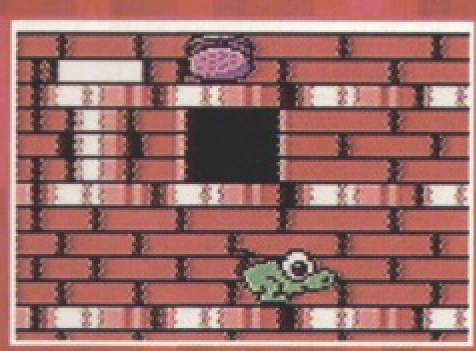
All in all it's a superb game, but just not involved enough to be a real success on consoles.

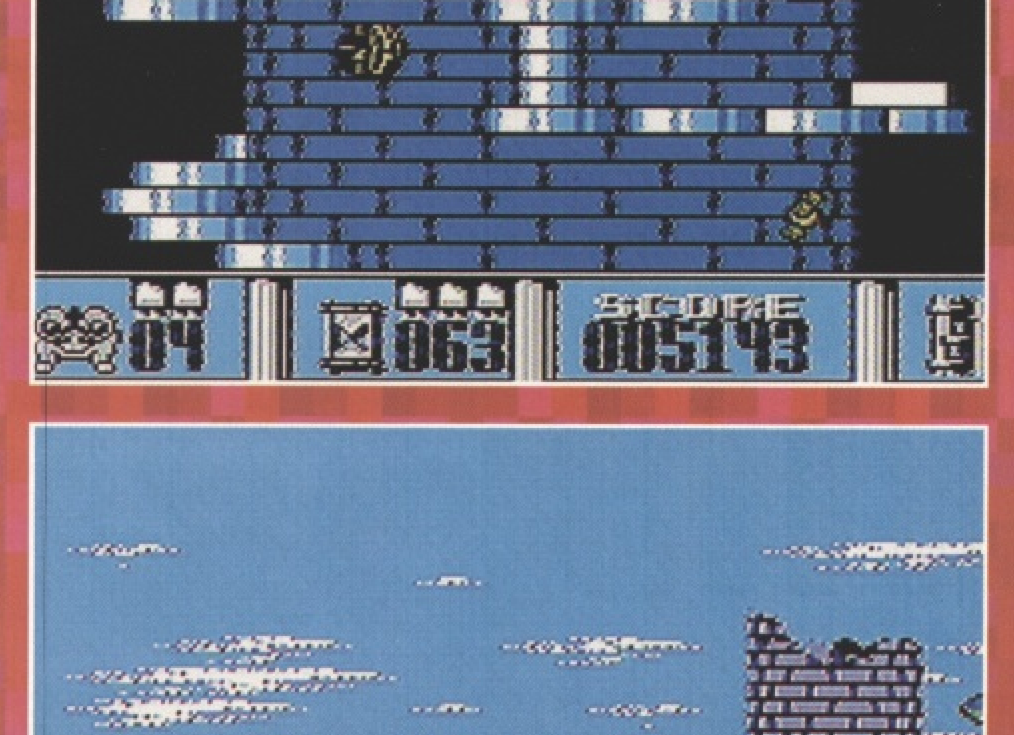
SHADES 79%





Keep an eye out for the strange pink aliens, or it's a quick trip to the bottom of the tower and into the sea.



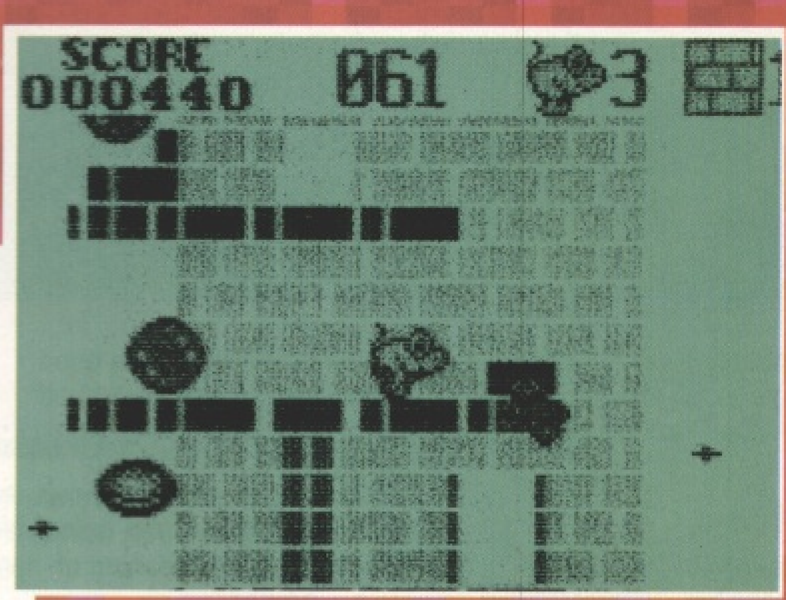


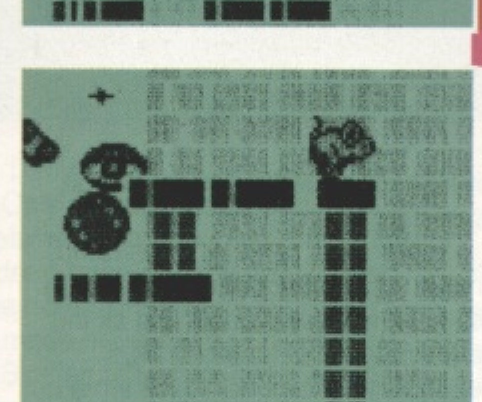




Bonus level: the reward for reaching the top of castles and blowing them up is a sunny romp in a bonus level to collect jewels and extra points.

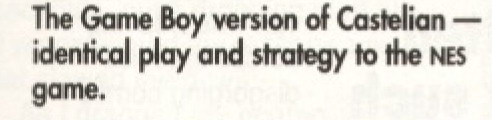






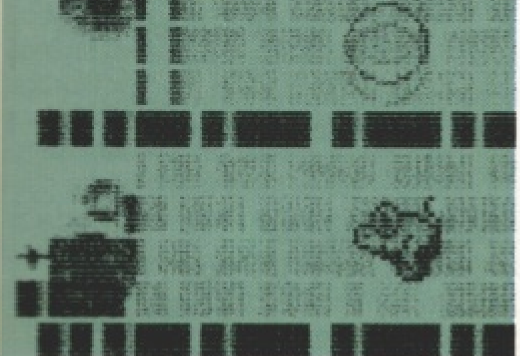
The Game Boy version of Castelian — identical play and strategy to the NES game.

Timing is everything in this game. There are flying, bouncing and rolling aliens to dodge by ducking into doors or using the lifts strategically placed around the towers.

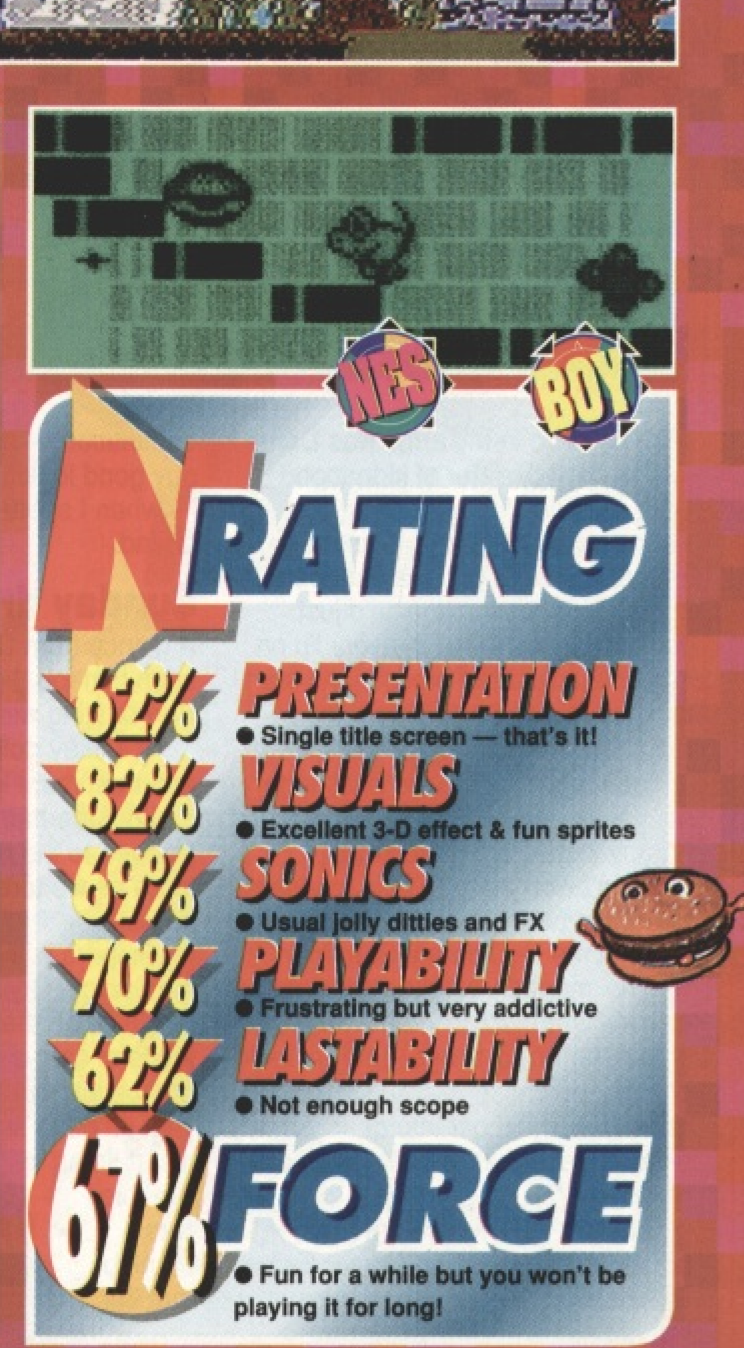




Castelian?! This game looks familiar. Ah yes, I remember — Christmas 1987 on the Commodore 64 when one Steve Jarratt (Total! jerk ... er, sorry, Editor) found it 'often amusing, stood a couple of feet away and was totally convinced...' (ref: ZZAP! 64) — about what I'm not sure. Sorry Steve (NOT), but you must be easily pleased. Having taken a couple of paces back, turned around three times, squinted and poked the monitor with a stick, this version looks identical! The only thing that's changed in half a decade is the name — then it was called *Nebulus*. It hasn't progressed at all, is totally frustrating and basically sucks big lemons. ***GUNNS 54%***



He won't win any beauty contests, but our little explorer sure seems to be having a lot of fun!



NES BOY

N RATING

62% PRESENTATION
- Single title screen — that's it!

82% VISUALS
- Excellent 3-D effect & fun sprites

69% SONICS
- Usual jolly ditties and FX

70% PLAYABILITY
- Frustrating but very addictive

62% LASTABILITY
- Not enough scope

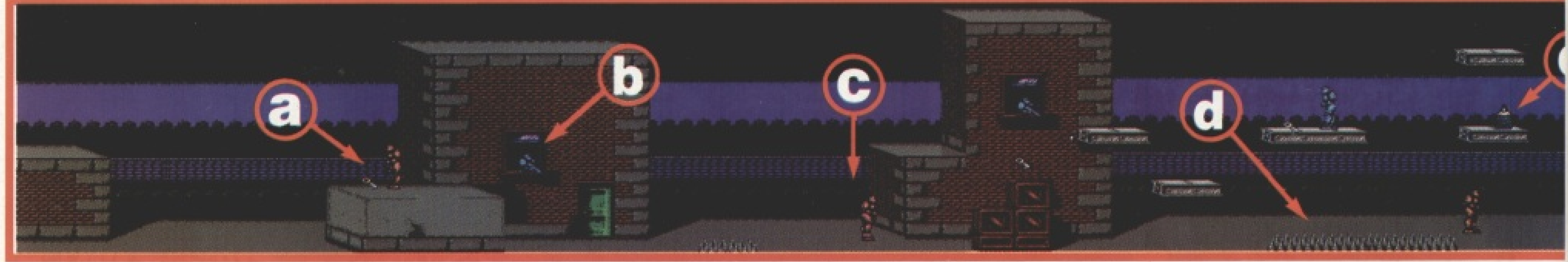
67% FORCE
- Fun for a while but you won't be playing it for long!

Producer: CODE MASTERS ■ Players: 1or 2 ■ Price: £39.99
Supplier: HORNBY HOBBIES

The plate glass window disintegrated into a thousand shards as 200 pounds of 'All American' made a noisy entry. Grabbing the swooning blonde he escaped... Lee Majors? Colt Seavers? Naw, it's GUNNS and another cunning stunt.

The Ultimate stunt

NES



The babe in my arms was Danni Aykroyd, sister of kidnapped scientist Jenny Aykroyd and she was all woman — giving a fireman's lift to a girl in a bathrobe made that kinda obvious. I'd just decided to kiss her with every lip on my face, adjust her breasts and start the whoopie machine when she regained consciousness. Damn!

I dumped her into the passenger seat of the turbo Stuntcar and flashed her my knock-'em-dead smile.

'Don't worry you're safe, my name is Gunns, two 'n's' and an 's' but you can call me — Ultimate Stuntman'.

The mention of my more famous monica seemed to calm her down, she cushioned those golden locks against my chest and I kicked the car into gear. After all who's ever heard of the Ultimate Stuntman?!

I tooled the Stuntcar into the countryside explaining Doctor Evil was holding her sister and forcing her to help in his bid for world domination — and that I was the only guy good looking enough to save her — when I spotted the Doc's car up ahead.

Sunday drivers

A glance from Danni told me she'd seen him too. I gave her my best Ray Ban-busting wink.

'It's okay doll-face, just buckle up and trust me, I know what I'm doing.'

I put the hammer down and listened to the mounting whine of the turbo as we tore up the blacktop in pursuit.

Snipers in the hedgerows, motorcycles trying to barge us off the road, loads of cars dropping bombs into our path — yep, I'd been suckered! It's at times like this I was thankful that the armour could take two or three good hits and that being a real hero I had two more lives — every edge helps!

Suddenly there were barriers everywhere. Boy, these guys were beginning to get on my pecs, it was time to show them the meaning of real fire power. Leaning across doll-face for the cannon control had two good points — both hers.

Lightning acceleration from the turbo-charger forced me back into the seat as we roared over speed bumps picking up multi-directional fire and extra turbos in the process. Sliding the car round a corner towards the river I was suddenly glad for our breakneck speed... cos the bridge was out!

"Unlimited ammo is such a help!"

As our front wheels hit the ramp, the Stuntcar decided to ignore uncle Isaac Newton and displaying all the aerodynamics of a tired brick, reacquainted itself with terra firma on the far bank. Here a van was weaving across the road disgorging bombs and barrels in an attempt to blow us off the hard top. Careful driving and dead eye shooting soon saw him off... I've always found unlimited ammo such a help.

Leaping about

On the outskirts of the base I was forced to continue on foot against the Doc's robot minions in search of the seven keys needed to disarm the force-shield surrounding the control centre. Cinch! I checked my Rolex.

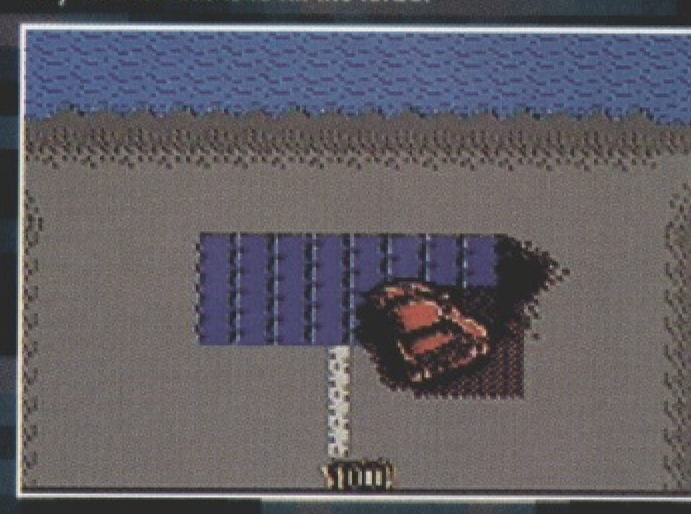
The *Ultimate Stuntman* — the first hero to carry a cordless soldering iron! — would have been better titled *The Eventual Electrician.* I've got mixed feelings about this action-packed shoot-'em-up. On the debit side the title falls short in the playability dept. Our hero, at times, appears to have a mind of his own (which I find very hard to believe!). A distinct lack of originality — the villain imaginatively named Dr Evil for starters—pervades the action and leaves you feeling you've seen it all before. Graphics and sonics are varied, although basic at times. On the other hand, I thoroughly enjoyed the six different scenarios. One or two stages appear to be modelled on old arcade classics — ground pursuit reminded me of *Road Blasters.* The levels are large and varied enough to be regarded as mini-games and each is loaded to the brim with power-ups and items to collect. On balance only an average title. Make sure you have a good look at it before parting with your hard earned wonga!

ACE 77 %



Tough decision — turbo or multi-fire? Take the firepower you'll need it!

Up, and away! Unfortunately the only way to clear this is to hit the turbo.



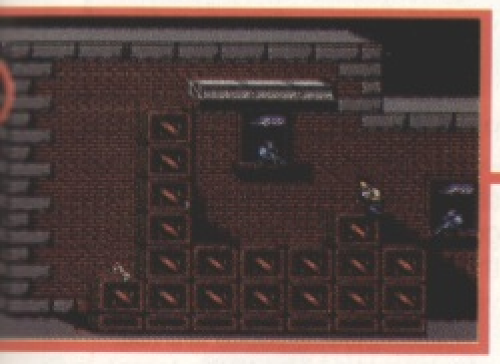
—AND ALL BECAUSE THE GAL SAID SHE DIGS STUNTMEN...





...ntman





Key

a. Collect all seven keys to exit
b. These guys have a limited angle of fire so are easy to avoid
c. Dumb robo guards!
d. Land on these and you're wasted!
e. This follows you around firing so take it out.

'Damn!'

Only 52 seconds to scale the shear wall of the bunker, defeat the android guardian and defuse the time bomb Doctor Evil left behind as he made his escape to level two!!

Scaling the glass-like wall was simple, it was just the rats, arachnids, guys dropping stuff out of windows and the laser beams that slowed me down.

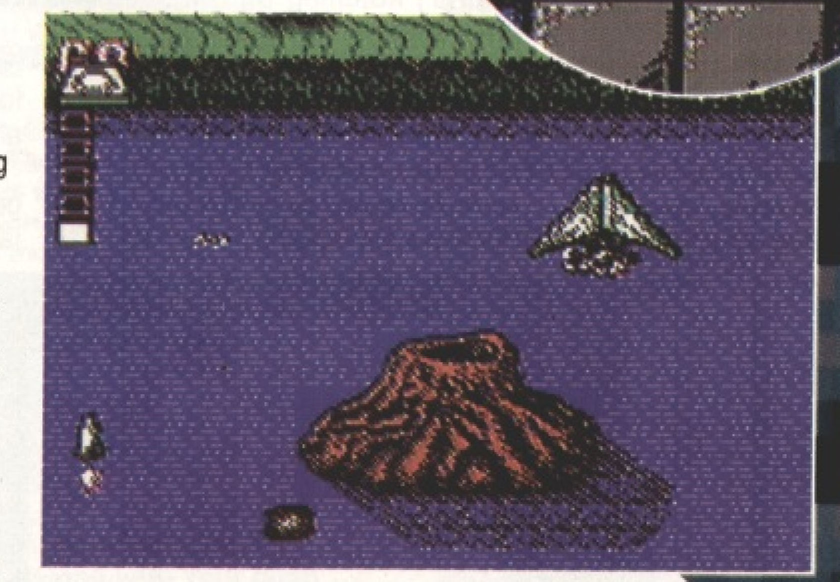
As I dragged my beaten, bruised, incredibly handsome young body over the parapet, the final conflict faced me — a guardian android with an attitude problem!

Needless to say he ended up as scrap metal, I defused the bomb in time and chased evil Doctor Evil on to level two via microlights and speed boats — if you wanna know more, go buy the game cos it's a knobbler.

Remember kids I'm a professional hero so don't try any of these stunts at home.

GUNNS 89%

When cleaning windows avoid spiders and rats like the plague.



Glide through the air but stay high and only drop down to collect power-ups.



N RATING

81%	PRESENTATION	● Excellent 'n' that's a fac' jack
84%	VISUALS	● Chunky sprite, loadsa perspectives
65%	SONICS	● Not hot but the gameplay makes up
86%	PLAYABILITY	● Smooth as silk
90%	LASTABILITY	● More than Status Quo
83%	FORCE	● Drive, blast, puzzle, fly — it's all up to you.

STOP GAWKIN SCRAM

Super BattleTank

War in the Gulf

SNES

Kuwait 1991. Panic reigns as oil fields burn and Iraqi and Allied troops battle it out. Not the place for a picnic, or even MARSHAL with his Saddam Hussein moustache and Middle Eastern look...

Get in yer tanks and kick some butt cos it's time for a jaunt in the sands. We ain't talkin' buckets and spades here, this is war and it's them — or you.

Combine superb graphics, gripping music and stereo sound effects taken from the actual action and you get one life-like game.

There are ten military missions taken directly from Operation Desert Storm and you control the awesome M1A1 Abrams Battle Tank.

Speed's the most single important issue. With a speed-topping 40 mph, a range of 288 miles, covered in composite-layered armour, the M1A1's one of the most destructive self-propelled beasts on the planet.

Add machine guns, smoke generators, and 120mm armour-piercing shells, and it all adds up to a whole heap of bad news. There's a speed governor that keeps the Abrams from passing the recommended tolerance levels — usually the first thing the driver removes before entering.

In the hot seat

Control's the paramount task, requiring more than just good reflexes — you need patience.

Every joypad control's used — to steer use the two 'gripper' nodes at the front of the joypad. Acceleration's handled by pumping the [X] button, with [Y] notching off the engine. Every thing's echoed on the instrument panel.

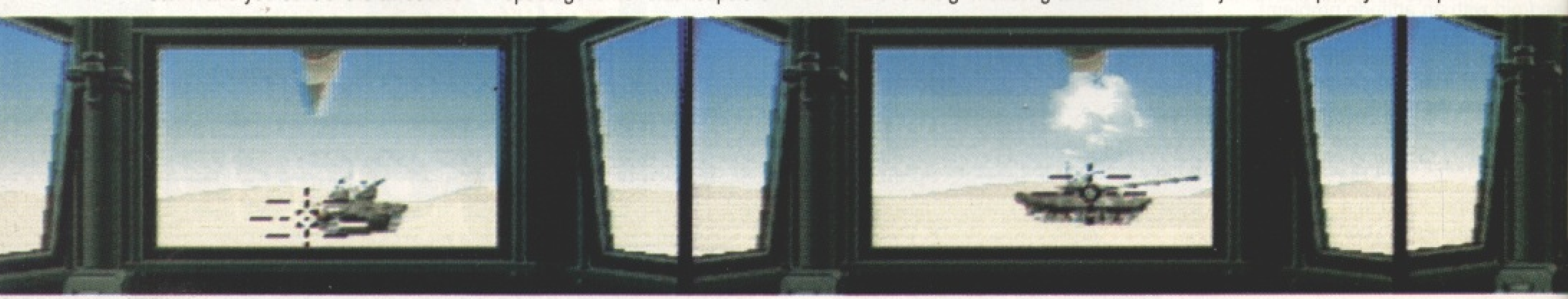
> **"This is just too damn realistic"**

Fire control's handled by [A], with the joypad controlling the cannon both vertically as well as horizontally — with the sight reacting as desired.

Press Select to chose yer weapons — armour-piercing and laser-guided shells, machine guns and a smoke generator. Each selection changes the crosshair sight on the viewscreen.

Laser-guided shells are real popular — just aim at the target, wait for the crosshair to flash, fire and forget about it (naturally, you don't get many of them). There's plenty of conventional shells but these require thought and accuracy. Machine guns are pretty useless against tanks but work well for dispatching mines that pop up ahead.

And the one-time use of the smoke generator could get you out of a bad jam. It completely envelopes the area









Colourful graphics and plenty of enemies add to this strategy game.

(your sight as well), and renders you safe until it dissipates.

Strategy may seem less important than plain blasting, but remember you get no more ammo or fuel until the mission's accomplished. So if you run out of shells with enemy tanks still out there, you're history.

Getting creamed

Press [B] to view the long-range radar map, but don't stay on this screen watching your tank approach the enemy. Yes, it beats the boredom of looking through the viewing portal as the landscape goes by, but if a tank comes up on you while you're in this screen, you get creamed!

I wish they'd made a two-person version, with one player being the navigation officer (driver), while the other does the blasting. It's just too much for one person to handle (speak for yourself, wimp —Ed) — even the real M1A1 Abrams had a crew in there!

Each mission's screened in full by the allied commander before leaving. Mission parameters are displayed as the map screen moves in on the mission area. Will you be providing ground support for troop action, or taking out scud launchers? Heading from bunkers deep in the desert, or spearheading a frontal assault on Kuwait itself? It's all in there so take yer pick — this game is too damn realistic!

You meet some of the best hardware the Sovs ever built — T-62 tanks, Hind Helicopters, and plenty of minefields. There are also enemy strongholds waiting to be blasted.

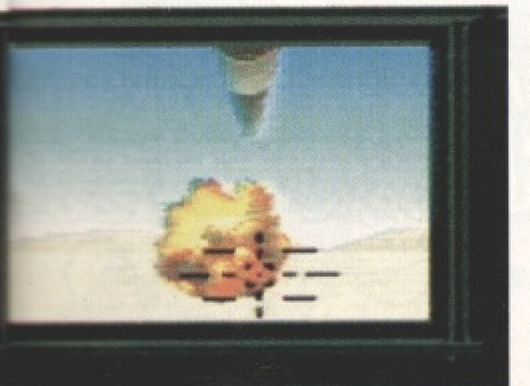
After finishing the initial stages of missions 3-10, satellite recon will have located their base and relayed this information to your computer. Head for their base and knock out their guns. If you get whacked, repeat the mission up to five times before having to restart.

Tips? Use sense, keep moving, don't try and save fuel when approaching a tank that might move out of range — save the fuel for long-range travelling.

Don't waste laser-guided shells, use only when the situation really requires them (like when a tank's far off and heading away). Cut speed when a minefield's near, but best to avoid them entirely. When you reach the edge of the map, you reappear on the other side. This is a faster way to get from one extreme end than blowing dust all the way.

Finally, don't use that damned smoke generator unless there's a need — you've got the speed to get away from almost any trouble.

So stop gawking and get going.





Mission-briefing time: it's here you pick up information about Scud sites and enemy locations.



That's a big missile launcher — fortunately your Abrams is bigger, meaner and nastier!



Decision time: do you use your highly-accurate laser-guided shells on this enemy tank, or blast away with conventional weapons?







The map showing Scud sites (left) and patrolling the desert at night (above).



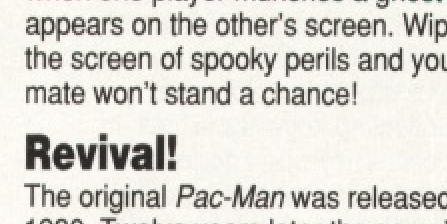
Super BattleTank makes no bones about what it's based on. This is a gritty desert conflict taken directly from the Gulf War, 1991.

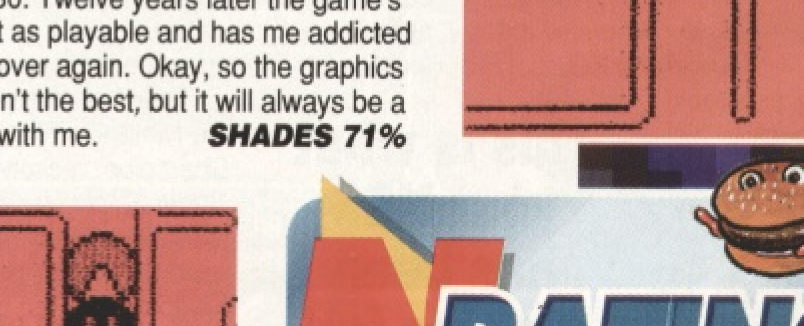


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Pac-Man





Grab that power pill, turn around and gobble some ghosts. Pac-Man, one of the first video games, still has plenty of the original appeal!

Gobble, gobble! No, it's not a game about turkeys — it's the classic arcade muncher which helped start the game craze. With a pocketful of ten pence pieces, SHADES goes off to reminisce...

Pac-Man is a classic. If I was asked which two games were responsible for the arcade game explosion all those years ago it would have to be *Space Invaders* and *Pac-Man*.

Their appeal was mainly due to their simple gameplay and graphics. No 3-D rotation or 16-bit full-colour parallax — just a straight-forward formula that had people everywhere glued to the coin-ops.

Now those arcade junkies can save their money for more important things (like buying N-FORCE) because Namco have converted *Pac-Man* to the Game Boy.

I don't know if it's worth explaining how to play the game, but I will just in case you've been hiding from civilisation all your life.

Pop those pills!

Pac-Man zips around mazes chomping food dots and avoiding ghosts out to make a meal of him. They're deadly to the touch unless our adventurer's munched a power pill. Then the tables turn as he chomps the ghosts while they're on the run — this's where mega-points can be scored.

As a special bonus, fruit pieces appear below the ghost nest in the middle of each maze. Munch these and the score soars9! Once all food dots are digested the action moves to the next maze.

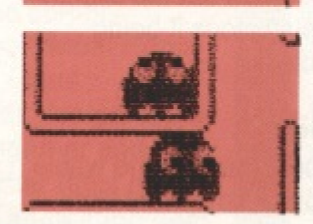
As added spice, the GAME BOY version gives you the choice of viewing the whole maze with smaller sprites, or playing 'zoomed in'.

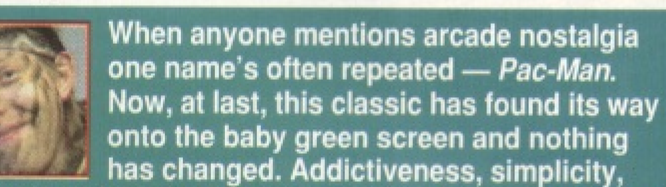
If the creepy chaos gets too much, warps either side of the maze can be used as an emergency escape. Entering one makes the player reappear at the other.

Pac-Man was always a one-player game but with the wonders of modern technology this version allows two Game Boy owners with a copy to link up for a ghost-muching duet. It gives the game a whole new dimension — when one player munches a ghost it appears on the other's screen. Wipe the screen of spooky perils and your mate won't stand a chance!

Revival!

The original *Pac-Man* was released in 1980. Twelve years later the game's just as playable and has me addicted all over again. Okay, so the graphics aren't the best, but it will always be a hit with me. ***SHADES 71%***





When anyone mentions arcade nostalgia one name's often repeated — *Pac-Man*. Now, at last, this classic has found its way onto the baby green screen and nothing has changed. Addictiveness, simplicity, speed all still apply. Why? I'm not 100 per cent sure, but I reckon it's just cos it's so damn good. Many have tried to copy this winning formula — *Dynablaster* (reviewed this month) for one — and all fall short of the mark. You can't quantify the good aspects of this game or why they're good — by all normal standards something so basic should be the kiss of death. It's not the case though — these games will be popular for years to come. ***GUNNS 88%***



N RATING

56%	PRESENTATION	● Basic menus and options
34%	VISUALS	● Tiny sprites and primitive mazes
58%	SONICS	● Jolly ditties with munch FX
79%	PLAYABILITY	● Simple but addictive gameplay
80%	LASTABILITY	● One game and your hooked
80%	FORCE	● Twelve years on, and it's still going strong







DIZZY: Cod 'n' chips twice please — frying tonight with the dynamite (above).
I'm cracking up! Bounce too near the flames (below) and it's fried eggs for tea!



Quattro

Kangaroos, dead fish, dizzy eggs and wallies in tights. Sounds like the average girlies SHADES attracts so he got to review this four-fold whopper...

Hallelujah! The age-old problem of 'nice game, shame about the price' has at last been solved with an amazing two-megabyte, four-game cart from Codies! How's about that for value?

Our very own XXXX guzzler, Oz, jumped for joy (in a wacky, Australian sort of way —Ed) when he saw the first game — *Boomerang Kid*.

Playing this took him right back to his homeland, trouble is — he didn't stay there!

The Kid's armed with his favourite bent sticks and has screen after screen of romping koalas, killer kangaroos and savage sharks to contend with.

Platforms are placed in just the right spot to give a pathway through the mayhem, but one wrong move and the brave bloke plummets to the ground with a sickening thud.

Boomerang Kid combines joypad agility with brain-teasing puzzles but just doesn't strike me between the eyes and shout 'good game, good game'! Jolly graphics, but the gameplay's too fiddly to keep most players amused.

The green Goddess

Get out yer Lincoln green trousers and quaff gallons of Olde Scrumpy Cider cos *Super Robin Hood* is in town!

The tights-clad Robin fights his way through the Sheriff of Nottingham's castle collecting treasures and avoiding dwarves, bats and spiders like the plague — which they've probably got anyway!

Collecting keys is the 'key' to success. They open doors and reveal secret passages around the castle. Mastering the art of sliding about on yer knees is useful as some exits must've been made for midgets.

> "This is what your NES has been waiting for!"

Thor Aackerland, the Nintendo World Champion, reckons *Super Robin Hood* is his fave game! I reckon there's some fun to be had out of the adventures of Mr Hood but the slightly obscure gameplay stops it being instantly playable.

Egg-mania

The third and best game in the whole package is another adventure with the yolk bloke — Dizzy! It's not quite *The Fantastic Adventures of Dizzy* but offers more of the same addictive gameplay.

There are the usual objects scattered willy-nilly about the landscape such as keys, pickaxes, weed killer, ropes etc, which are needed to progress.

Underwater, overland, in secret passages and up a totem pole — the game's full of fun characters and tricky puzzles with just the right difficulty level. Some of the brain-teasers are self explanatory like using a snorkel to stop Dizzy drowning! Others need the grey cells kicking into gear on full throttle.

Hours of fun's guaranteed with any Dizzy, and *Treasure Island Dizzy*'s certainly no exception.

Spaced Out

Linus Spacehead is cheap and cheerful arcade game with blindingly obvious tasks to achieve on each sparse level.

Firstly, escape from a lake where the space ship has crash-landed by bouncing from bubble to bubble. Fish dart about the murky depths but hardly put up much of an attack.

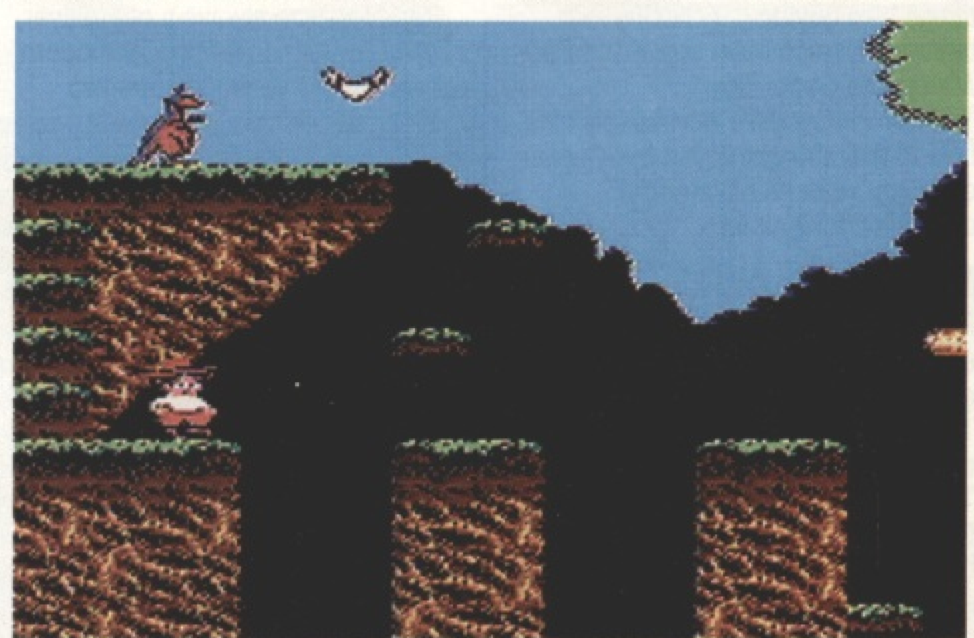
Escape from the pond perils and Linus dodges falling coconuts on a desert island. This is tricky at first but as they always fall in exactly the same places it's soon easy to suss out.

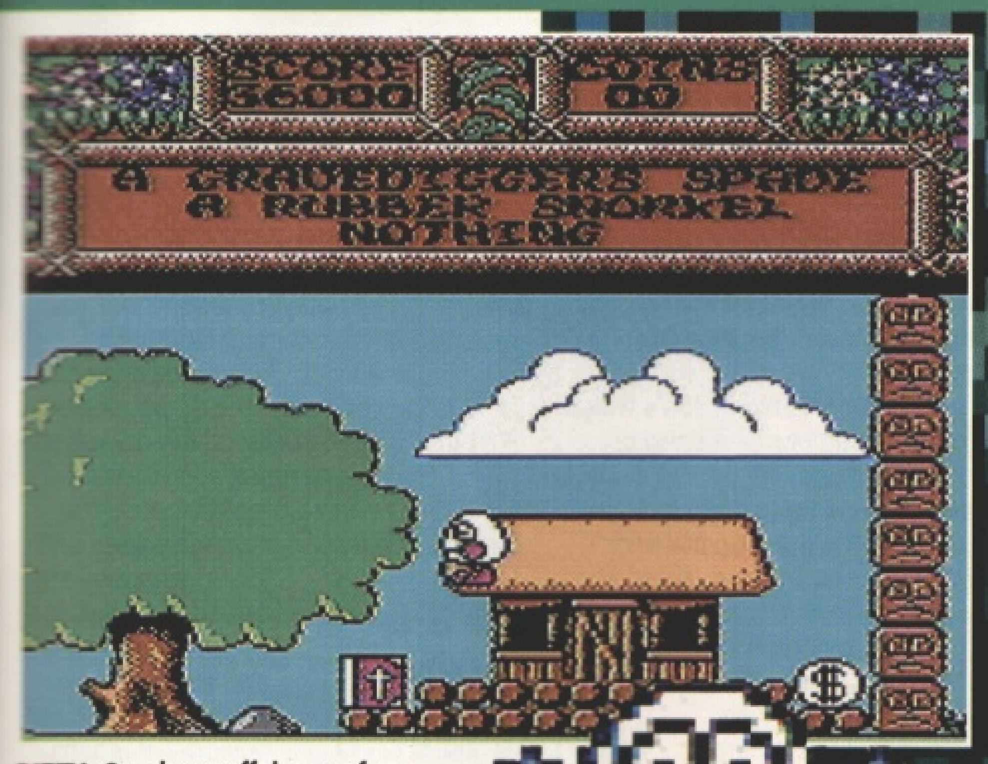
Linus' adventures make for a fun but very limited game.

It's a nobbler!

The *Quattro* packs offer great value for money. Four games for the price of one can't be bad can it? With compilation carts there's usually one outstanding game and the rest a pile of tripe.

Quattro Adventure has four reasonably playable games though, with Dizzy coming up trumps once more. Get your hands on a four pack today. This is what your NES has been waiting for! ***SHADES 80%***

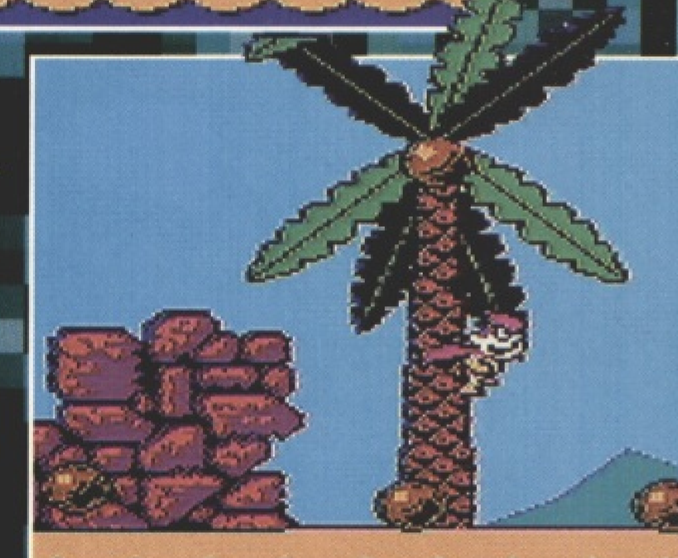




DIZZY: Get down off that roof right now Mr Egg! And I'm not yolking



LINUS: A jump in the wrong direction (below) and it's tea for two with a toucan.
Dodge the mutant Maltesers (below) — but if you touch any of them then it's goodbye!



Adventure



ROBIN HOOD: Perhaps if I crouch under the table I'll be safe!



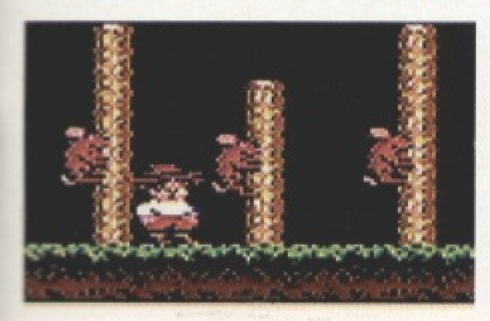
ROBIN HOOD: I wonder if anyone will notice if I steal this treasure?

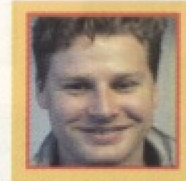


ROBIN HOOD: One foot wrong here and you'll end up like that geezer!



BOOMERANG KID: Swimming in a shark-infested river (above) ain't much fun! Oz battles his way through the koalas (below) to grab his XXXX!





Four top titles on one 2-meg cart means a whole lotta fun at a bargain price. Each game has its own forte; the colour-drenched graphics of *Super Robin Hood*, the amazing playability of *Linus Spacehead* and *Boomerang Kid*, the addictive gameplay of *Treasure Island Dizzy*. Put them all together and you have a class package that out-scores other titles on the market in the lastability stakes. There's something here for every adventure fan. So if you're after a bit of spice in your life but you're allergic to vindaloo, then slam a copy of *Quattro Adventure* in your NES, get out your Indiana Jones style fedora hat and prepare to embark upon the journey of a lifetime! ***ACE 78%***







Ugg! Journey back to a prehistoric age when men were men, and so were the women! SHADES just can't believe he evolved from these brutal beasts — where are their chest hair curlers and silky shampoo?

Life in a caveman dwelling's no bowl of cherries. All that hunting, fighting, and dragging the women folk round by the hair — a bit like being an N-FORCEr really (just try it sunshine —Ed)!

Joe was the top dog of his village along with his mate Mac, who went off hunting most of the time leaving Joe on his own.

One moonlit night, Joe's woken from his slumber by a gang of nomadic thugs kidnapping the girls and carrying them off to their lair. He couldn't stop them on his own, especially as he was wearing his brontosaurus pyjamas at the time. Now it's time to get tough. The girls need a hero to rescue them and no wimps need apply. Joe and Mac are the guys for the job.

Meaty mayhem

As arcade conversions go, *Joe & Mac* (or *Caveman Ninja* depending on where in the world you live) is an absolute stunner. Nine levels of stone-age mayhem with bucket-loads of beautiful backdrops, mean cavemen and awesome end-of-level mighty rulers all interlinked by a colourful scrolling map.

Each sprite has so much character bursting out of it. Funny expressions, amusing beards and a brown trousers look as they scarper when something big comes along.

The format of the game's nothing new. A variety of levels to bash through all with something nasty lurking at the end. Interesting features of *Joe & Mac* are the two-player modes though.

Two mates race through the levels with the winner being the first to bash the big baddy. Failing that, select a special two-player mode where you slash and bash each other with a misplaced club. This mode's useful as it allows one player to stand on the other's head to reach high objects.

Engraved stones and dinosaur eggs provide the power-ups. Extra lives, chunks of meat for energy and lots of weapons are available.

"There's a multitude of secret levels"

Boomerangs, fire and stone wheels are among the most powerful weapons and all can be held at the same time and selected to deal with different enemies.

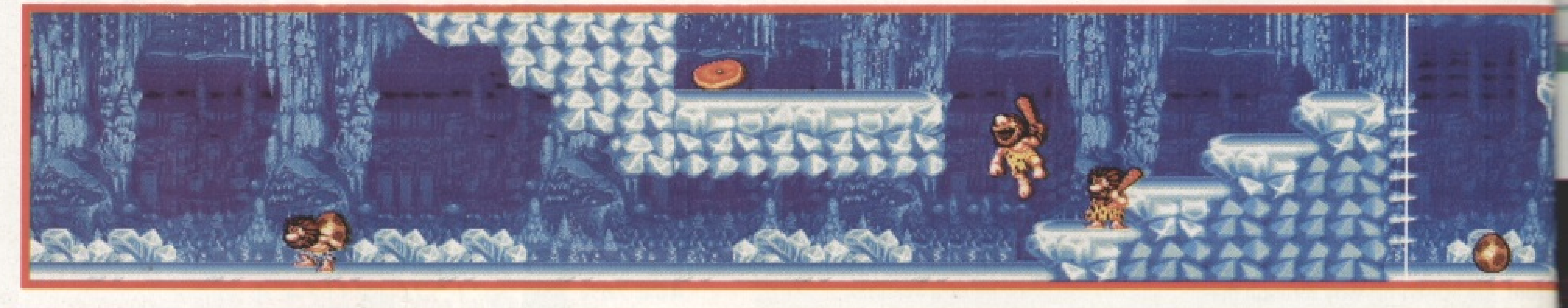
Coin-op clubbing!

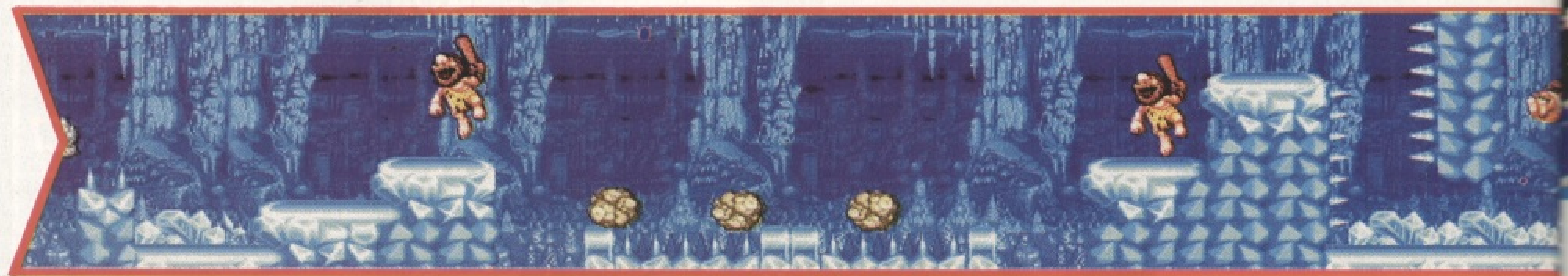
This version's as near as you're going to get to the arcade machine without having a mega-cabinet in your house! With three difficulty levels, players of all abilities can have hours of fun.

Like many multi-level games you can play through the shortest route to complete the adventure, but by searching for special eggs a multitude of secret levels can be found.

For a dose of non-stop arcade action on your SNES get *Joe & Mac Caveman Ninja*. Give those dinosaurs one from the boys from the FORCE! ***SHADES 89%***

Joe & Mac Cave







Joe and Mac are back an' they're lookin' good! This was a fine conversion on the NES but this version's a dead ringer for the arcade game. The sound and graphics are identical or as near as damn it — I couldn't see any difference and I was looking real hard! The best option's the two-player, featuring simultaneous play where, if the mood takes you, you can just beat your companion around the head and shoulders with a club, malicious intent, and a smile on your face! If you liked the arcade cabinet buy this now! ***GUNNS 89%***




■ **FIRE** — Throws one fireball. Not very useful for rapid-fire.
■ **BONE** — Up to four bones fired at once. Not very powerful.
■ **BOOMERANG** — Three can be thrown. Fly back for a 2nd go.
■ **WHEEL** — Two at a time, follow the landscape ahead.
■ **1UP** — Extra lives are always handy! But who will get them first?
■ **SINGLE DRUMSTICK** — Half an extra energy point.
■ **DOUBLE DRUMSTICK** — One energy point.
■ **STEAK** — Yum, yum! Two extra energy points, but no chips!
■ **RED EGG** — Hide a special bonus! A prehistoric friend takes the hero to a bonus level to collect keys and power-ups. You lucky people!





Excuse me, are you going my way? There's room on your bike for two.



Collect the bonus keys to gain access to the secret levels. Here you can take your pick of the lovely Easter eggs.





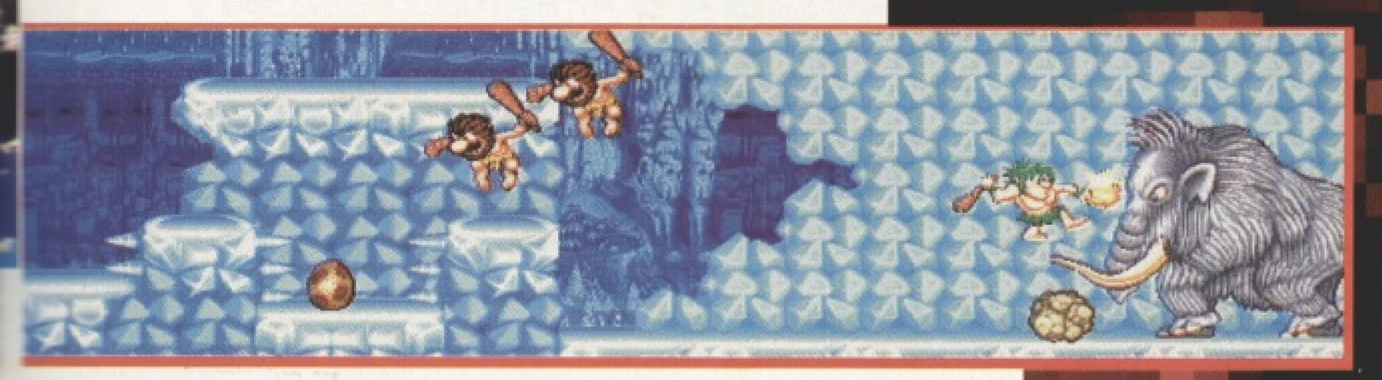
The final confrontation (above) with Mr Doyathinkesaurus — inside his stomach!
Always watch out for handy holes in the ground (below).



Plastic surgery stone-age style (below). Yes madam, I can give you a nose job. Just pass me that club, close your eyes and count to ten.



...eman Ninja

N RATING

88% PRESENTATION
● Great animation demo

92% VISUALS
● Arcade perfect to the last bone!

90% SONICS
● Thumping music, superb groans!

87% PLAYABILITY
● Will keep you going

83% LASTABILITY
● Levels are a bit samey

89% FORCE
● An almost arcade-perfect conversion.

Producer: NINTENDO ■ Players: 1 (2 via game link) ■ Price: £16.99
Supplier: SPECIAL RESERVE Tel: 0279 600204

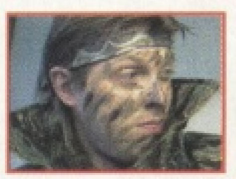


Dynablaster is a glorified *Pac-Man* with a few fancy bombs and options thrown in. There are two game styles — one taking the player into some great map presentation screens. The actual game's nowhere near as addictive as the classic it's based on. Instead of collecting power pills, Mr Dyna has to drop bombs to blow enemies off the screen — they don't want any of this of course and quickly scarper in the opposite direction, making most games tedious and frustrating. If you have lots of spare time and plenty of patience to cope when the rotating slabs dodge your blast for the tenth time then this could be your game. Ideal to while away the hours on a coach journey or get to sleep at night! **SHADES 52%**

BOY



Dynablaster



Give GUNNS a handful of TNT and place him in a maze on a lovely tropical island and what do you get? A big drop in tourism!

There lived a young lad whose only purpose in life was to buy bombs from his local bomb shop and commit industrial sabotage on neighbouring islands. His name passed into myth — Dynablaster!

You've gasped in awe at the legend, you couldn't afford the T-shirt, so now risk something mildly unpleasant and play the game.

You start off with a map of three islands, and your aim is to destroy factories and blow up monsters wandering aimlessly around. The only way I know this is by playing the game — the manual don't tell you why you're here or what to do.

You go about this industrial incineration by buying panels (what are panels when the're at home?) from the local shop. Except they're not panels at all — they're icons (ah!).

Having bought two panels — that's all your initial 100 gold what-evers will get you — off you trot to...

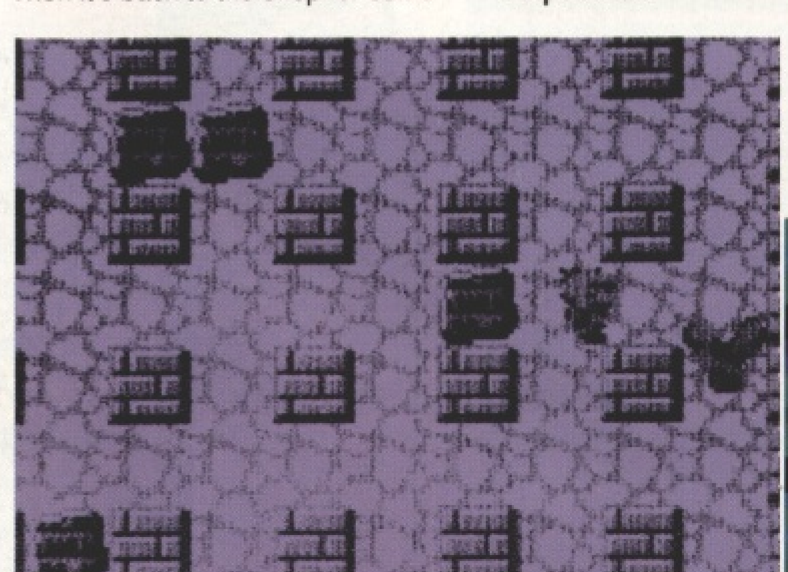
Another island

Each island factory has a varying degree of difficulty displayed on the map screen by way of a horizontal power bar (at least I think that's what it's for cos guess what? The manual don't say owt about it!)

Run (waddle would be a more accurate description) around planting bombs to blow up barriers and aliens, and when they're all dead go to the exit (which you probably can't find because it's hiding under a barriers!) Then it's back to the shop for some more panels, off to another level or factory and that's about it!

I suppose after all's said and done this isn't such a bad game, just remarkably unoriginal, uninspiring in fact every 'un' in the dictionary, so why is it so playable? And why was so much time taken to create depth but none to explaining even the basic objective? **GUNNS 67%**

Very similar to *Pac-Man*, the main aim in *Dynablaster* is to blow up as many maze-like factories and monsters as possible.



The general idea's to blow up as many barriers as possible to earn gold!





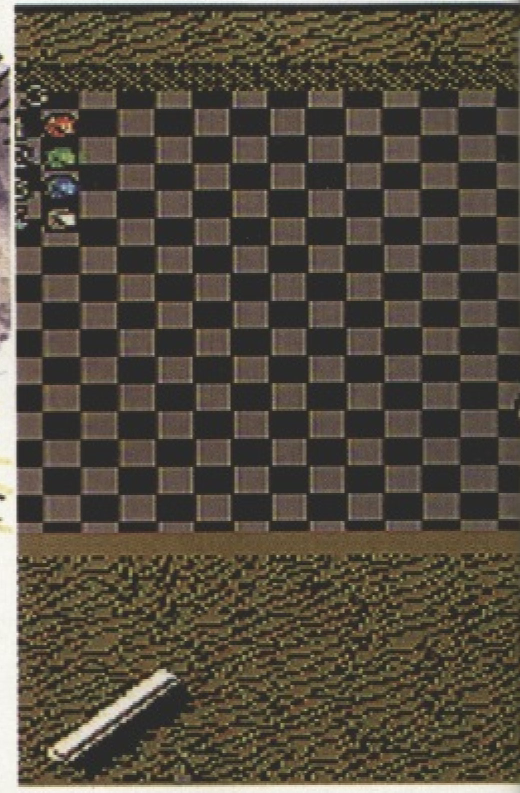
N RATING

65%	PRESENTATION	Lots of options, no explanations
49%	VISUALS	Fairly basic
51%	SONICS	Few and far between
62%	PLAYABILITY	Easy to play, but who'd want to?
38%	LASTABILITY	Little variation except in two-player
55%	FORCE	Well put together — just not top-notch material.

Producer: CODE MASTERS ■ Players: 1-2 ■ Price: TBA
Supplier: HORNBY HOBBIES







Drive on the right-hand ruler or take a very long tumble down onto the kitchen floor.

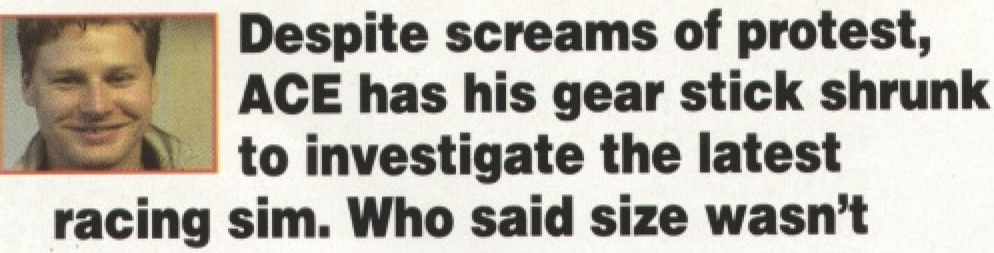
NES

Micro Machi

Despite screams of protest, ACE has his gear stick shrunk to investigate the latest racing sim. Who said size wasn't important!

Micro Machines — or 'Honey I shrunk the car' as I call it — is a thoroughly addictive racing title. Mini F1 racing cars blaze round the green baize of a pool table. Paltry power boats plunge around a bath tub from hell. Slender sandbuggys slug it out in sand pits.

Seemingly harmless domestic objects are transformed into humongous hazards when your super racer's miniaturised to the size of a gnat's filling. But look on the bright side — there's no parking problems!



Difficulty level's fixed, which may prove frustrating to novices and those, like me, seeking a sterner test of their game-playing abilities.

Choose a character to pilot your vehicle and opponents to race against. There's no unique attributes so it doesn't matter a hoot who you choose — unless you enjoy beating women (careful —Ed!).

> "Competitive racing game with a difference"

In one-player mode you start with three lives. Fail to finish in the first two and you lose a life, lose all three and it's game over. After each race, location changes and you take the helm of a new diminutive demon. Win three races and enter a timed bonus stage to gain goodies galore.

Scroll in the park

In two-player mode, choose between a single showdown or a series of death-defying duels. The other cars disappear and the aim's to defeat your opponent by scrolling them off-screen. Sound's painful but remember all's fair in love and video games!

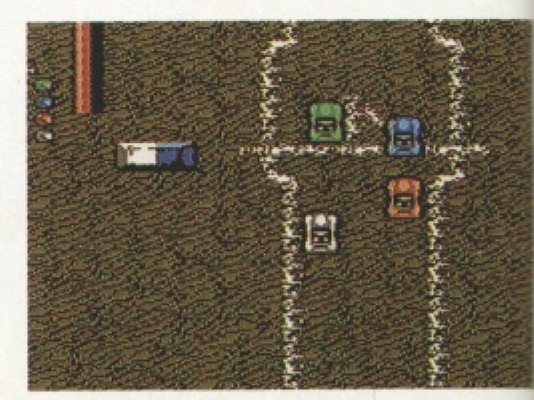
A scale appears on screen. Each time an opponent lags behind and is scrolled out of frame, a point's awarded and shown on the scale. First to fill the scale wins. I took great delight in kicking Gunns' camouflaged butt — well 'ard he may be, co-ordinated he ain't!

Graphics are excellent throughout. Backdrops are precisely scaled to create the impression of the machines being shrunk.

Each of the 27 cunningly devised circuits are well detailed. F1 racers zip along faster than Oz can eat koala sarnies (his favourites!) while Battle Tanks are harder to move than Shades from a hall of mirrors!

Sonics are sub-standard but with gameplay as addictive as this who cares about the sound track.

ACE 82%

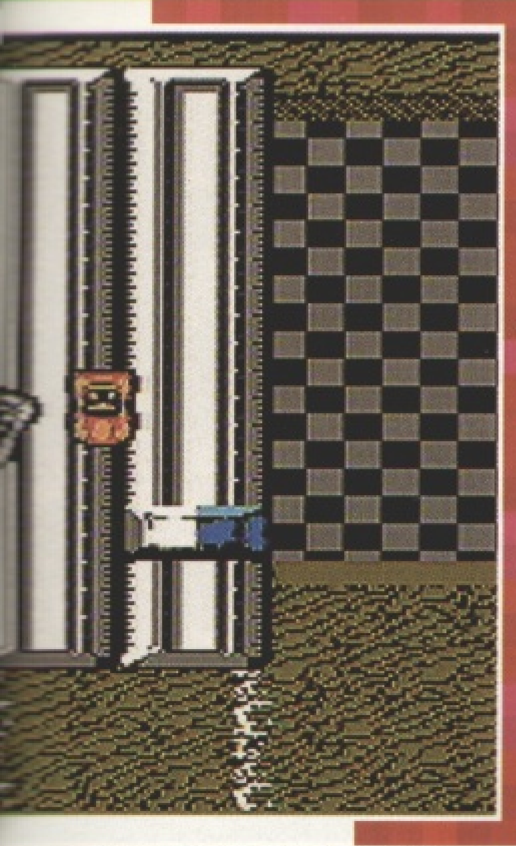


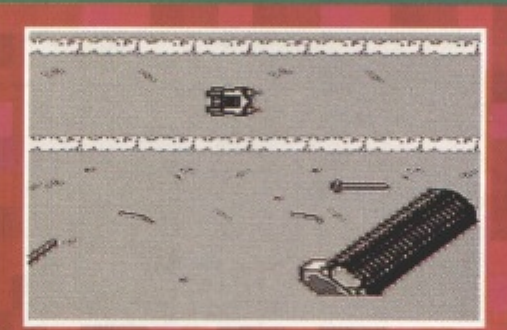
And they're off! Put the pedal to the metal at the start line to get to the front of the pack!



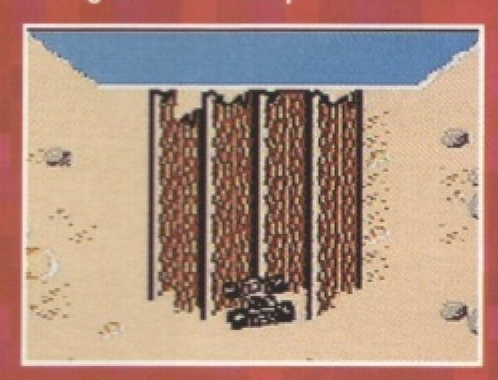




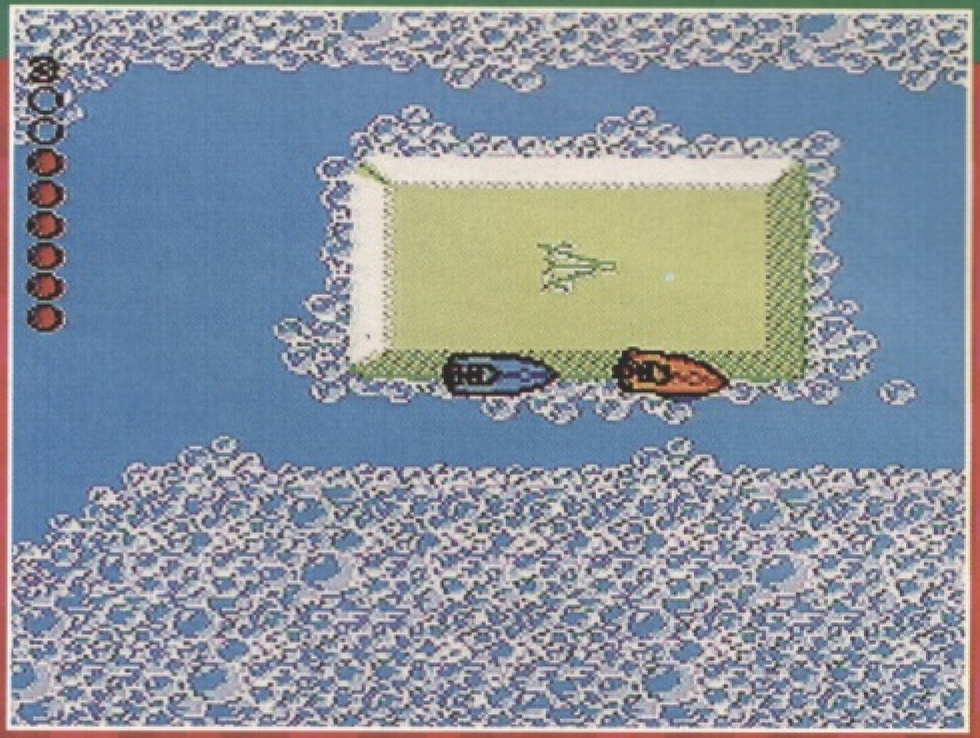




Racing in the workshop.



Jump the dune or get damp, and watch out for the spade and the footprint!



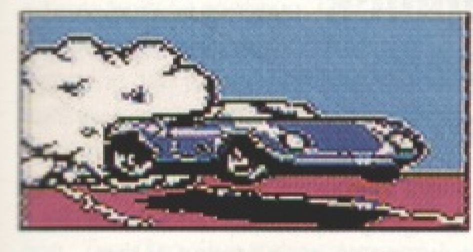
Someone's dropped the soap in the bath again — try to avoid it or risk serious injury.

Sand dune time with Shades and Gunns head to head.



nes



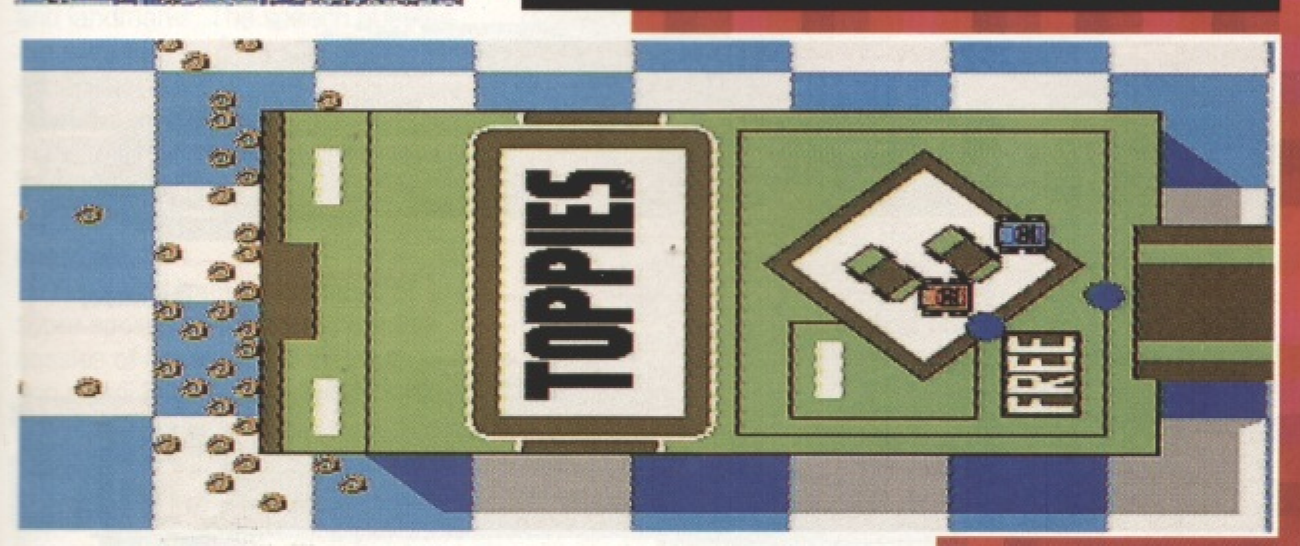






What a barmy notion! Racing miniature boats, cars and choppers over sand pits, snooker tables and breakfast mats! It may sound weird but it's hellish addictive! There's just so much character with animated opponents, strange tracks and lots of vehicles to thrash. It's the novelty of racing in miniature that kept me playing, though, dodging orange juice stains because they make the cars stick, jumping over playing cards and diving into snooker pockets — simply brilliant! One of the most original and playable racing games I've seen on the NES.

SHADES 90%















Producer: KEMCO ■ Players: 1-2 ■ Price: TBA
Supplier: KC's CONSOLES Tel: 0509 211799

N-FORCE KNOCKOUT

SNES

Top Gear

ACE reckons he's a speed freak but the closest he's come to cutting white lines is on the M6 northbound! So we filled him up with nitro and watched him shoot off...

Fasten yer seatbelt and get that motor running cos *Top Gear*, the raddest and fastest sports racing sim to hit the SNES, has arrived — and it's absolutely brilliant. Whoever said the SNES couldn't handle serious speed must be eating his baseball cap right now.

The scrolling's unbelievably fast and smooth — at 135mph you feel every bump and almost smell the burning rubber. I made the mistake of hitting the Nitro as I flew over an embankment and I was grabbing for the sick bag. Race for championship points around the globe. Each win's a step towards the illustrious Drivers World Championship but there's far more to *Top Gear* than that! Crank up the noise cos this soundtrack's a stormer! The eight-channel mixer produces spectacular stereo sounds. The whole office was boogying on down (even Gunns was doing his version of the Birdy Song!).

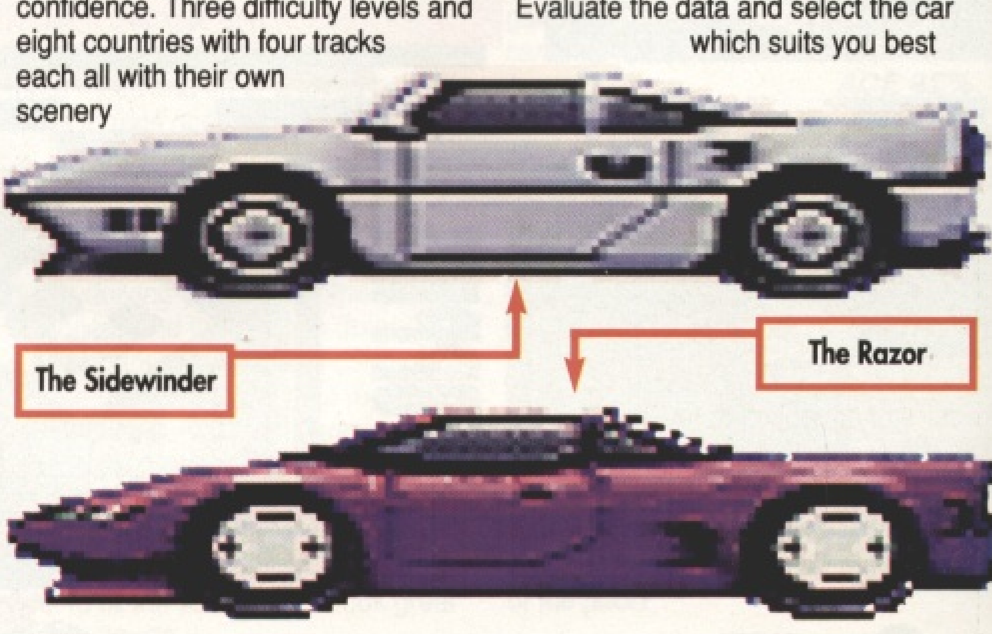
> Great graphics and superb action

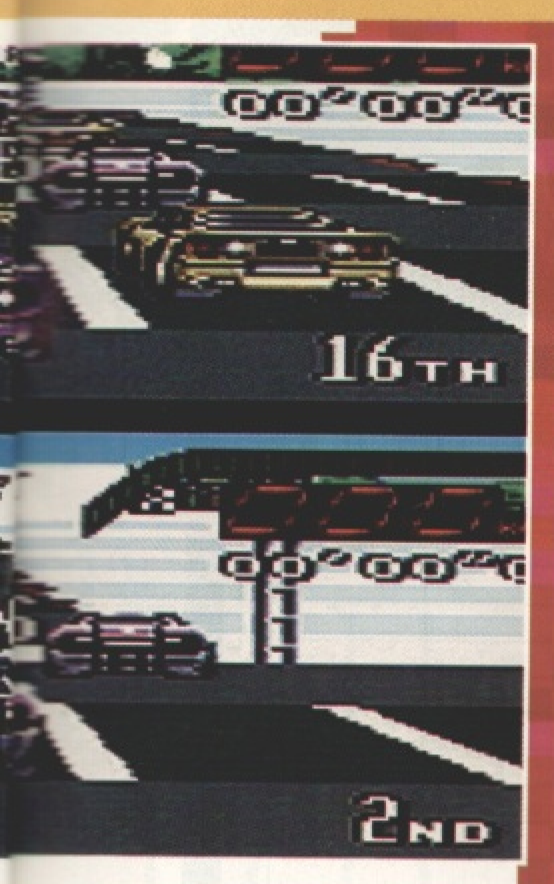
Race alone or pick two-player for simultaneous racing. Select either manual or automatic transmission, depending on experience and confidence. Three difficulty levels and eight countries with four tracks each all with their own scenery and night and day racing ensure long lastability. Start in America, head to Japan, Europe and Scandinavia, and finish your world tour in England. Save your place with a password to avoid the hair-tearing frustration of repeating earlier levels.

There are four top-class rubber burners to choose from, each different in design, performance and name. Pit the awesome acceleration of the Sidewinder against the super speed of the Cannibal or the vicious cornering of the Weasel against the maximum aerodynamics of the Razor. Evaluate the data and select the car which suits you best

The Cannibal

The Weasel





(good looking and very expensive — that's me!).

You start last on the grid as a handicap but drive like a demon and fly through the field. The earlier you finished in the last race, the farther back you're positioned on the grid.

Double vision

The screen's split horizontally and the action viewed from the perspective of a camera mounted on an imaginary car directly behind you.

If overtaken, a car appears at your bumper and you see it fly past. In one-player mode, finishing in the top five secures entry for the next race.

As a two-player game *Top Gear* excels. Work together to ensure one of the drivers finishes 5th or above to enable both to continue. Once your position's safe there's no harm in ramming 'yer pal' off the road to make sure he gets no championship points! (I went to the Ayrton Senna school of motoring!)

From starting grid to chequered flag, *Top Gear* is a turbo-powered treat. Seldom are carts developed with such high standards of quality and playability.

The graphics are mind-blowing — detailed and colourful throughout, each country having different terrain and landmarks. The speech bubbles are a scream — calls of 'Yo bonehead!' and 'Move the wreck!' are great fun to taunt your enemy — sorry, friend with.

One minor gripe is the lack of variable weather conditions — rain, snow, etc…

But if you want all the thrills of super sports car racing without the hassles of astronomical insurance and petrol bills then *Top Gear* is an absolute bargain. For the price of a set of Ferrari valve caps it's as close to real super sports racing as you'll get! **ACE 89%**



YIPPEEEE! A great big puddle to splash in — watch yer steering!



Ooops, a driver gets closer to nature on the French circuit.



The pits: stopping for fuel's neccesary on some longer races, or with the less economical cars.



I haven't had this much fun in years! This is one of the best driving sims I've laid my hands on — the scrolling's clean, the scenery's good and track difficulty's spot on. But best of all are the cars. The four little rockets handle like a dream and have fantastically accurate joypad response, but each drives differently. My fave's The Sidewinder — 131mph top end, 0-60 in 3.5 seconds and the manoeuvrability of a jet fighter. *Top Gear* can become a bit repetitive with fairly similar tracks and, after a while, predictable competition. But that doesn't make it any less addictive. In a nutshell, this is one bonza game. ***OZ 93%***



Hit the nitro for a bowel-busting power surge from hell.

Shades puts the pedal to the metal and calls out to the competition with his usual charm and panache as he wallows in a Japanese sunset!





The N-FORCErs take the spoils again. But is Shades old enough to drink champagne and where's the sunglasses?



Bright lights. Big city. Night-time in New York and not an apple in sight!

N×2
AUTO:5



N RATING

91% PRESENTATION
- A boot-load of options

88% VISUALS
- Mind-blowing graphics

90% SONICS
- Terrific turbo-powered tunes

89% PLAYABILITY
- Easy handling. Instantly addictive

88% LASTABILITY
- 32 tracks, three difficulty settings

91% FORCE
- Top class pedal-to-the-metal racing sim



NES

MIG 29 Soviet Fighter

Thrusting pistons, sweaty drive rooms, astro-navigation and breaking through the speed of light — compared to some of the stunts SHADES has pulled, Mig 29s are for girls!

In a peaceful world there'll always be the odd nutter instigating war and destruction — look at Gunns! His idol must be someone like Colonel Crackov.

The Colonel was one of the KGB's most powerful men but the USSR started to make peace with the world which racked him off no end so he went off sulking. Now he's back.

The ranting Ruskie has launched an attack on humanity with his World Terrorist Army and must be stopped before the planet's forced into war! Just imagine the rationing, evacuation and Vera Lynne — aargh!

Get it up!

Flying shoot-'em-ups are usually either 3-D style with planes zooming towards you and lots of ducking and diving or 2-D aerial view with enemy formations coming from all directions and scrolling backdrops. Fans of these games will be overjoyed with *Mig 29* cos it's both types in one!

From the runway the Mig shoots straight into action with heat-seeking missiles whizzing past and enemies filling the sky. Survive long enough, and you move into a refuelling section where the Mig soars through the clouds and docks with a fuel carrier.

Blast through the next gangs of killer planes, and the controls change for a smooth landing — or a horrific crash into the control tower!

Mission two's close combat with 2-D scrolling and power-ups galore. Enhance weapons from boring double missile to a spiral, cluster spread or a deadly combination of all three.

Mega re-mix

Mig 29 Soviet Fighter's packed with action and neat graphic sequences. Shoot-'em-up fans can have a ball with hundreds of fighters to shoot down, weapons to collect for ultimate effect and many missions to attempt.

Is it hell chosing between a 3-D flight sim or a 2-D blast-'em-up? Well look no further than *Mig 29 Soviet Fighter* — it's got the lot!

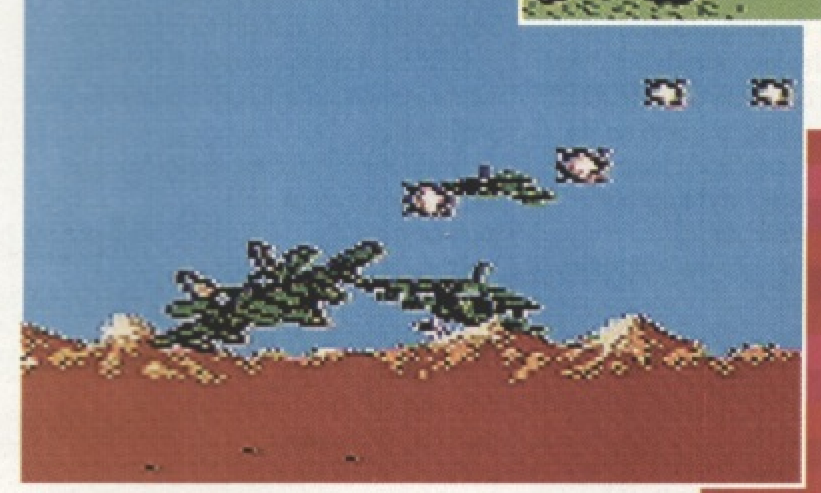
SHADES 81%



Blasting away in the desert has one problem — you always get sand in your pants.



Just landed on the dusty runway. And there's no gorgeous girly to meet you!



My first thought when I saw *Mig 29* was *Afterburner* rip-off. Of course it couldn't be as good as the classic arcade game but I was quite impressed with the variation between 2-D and 3-D perspectives. Scrolling's smooth throughout, controls reasonably responsive. There's a choice between simulator and arcade style controls but the only difference appears to be that the up and down controls are reversed! A good variety of missions ensure a high lastability rating. If you're looking for an airborne shoot-'em-up that combines action and strategy make sure you give *Mig 29* a try. Roger and out!

ACE 75%



N RATING

79%	PRESENTATION	Okay mid level but no intro
84%	VISUALS	Detailed backdrops and 3D
74%	SONICS	Thumping tune and blasting FX
82%	PLAYABILITY	Challenging gameplay
80%	LASTABILITY	Just like being in an arcade
78%	FORCE	A shoot-'em-up fan's paradise!

Producer: SONY IMAGESOFT ■ Players: 1 ■ Price: £54.99
Supplier: TELEGAMES Tel: 0533 880445




For mash get Smash! It still doesn't taste like real potato.

Smart Ball

Think of a number. Double it. Add five and what have you got? If it's a headache you're not a clever trousers like SHADES.

This *Smart Ball* is one weird dude! A small bluey blob that stretches and squashes into all sorts of shapes to move through tricky situations.

He wasn't always this odd. Before being transformed into a rotten plum tomato he was Jerry, the oldest son of King Geoffrey of Kyliria. When the king snuffed it, his younger son, Tom, was a bit upset at missing out on ruling the land so he hired a wicked wizard to kidnap Jerry's wife, Wendy, and turn his bruvver into a small ball.

Now Jerry must get the kingdom back to normal or spend the rest of his days being splattered around a tennis court!

Where's my blob?

Jerry's adventure takes him through Kyliria and beyond to the orbiting moon. Deserted towns, arctic wastelands and great mountains all have their unique collection of critters harmless to humans but deadly for a small ball.

Field mice, rabbits, penguins and marching rocks all look so cute it's hard to kill them — but it's got to be done before they do it to Jerry. A sharp splurge in the right direction does the trick in most cases but swallow rubber and iron balls and spit 'em out to deal with the stubborn stains.

> **Masses of power-ups and an enormous playing area**

Other power-ups include an amazing double jump, extra hearts to store energy, extra lives and seeds that grow ladder-like plants. Steal these from flowers blooming about the land. A normal blossom gives one power-up but special eternal flowers keep growing back to re-collect indefinitely.

A cutesy platform game just wouldn't be complete without traditional letters to collect for extra lives. Flags dotted in the far corners of each level spell out JERRY and if collected in sequence give two lives.

Over 'ere son!

Smart Ball is a fantastic game with lots of snazzy graphics, parallax scrolling, excellent characters and superb effects. Everyone looked on in awe as I entered the moon level and the whole cheesy ball rotated through 360 degrees with objects and characters all enjoying the trip (they were quite impressed with the game too)!

The different melodies for each level are audio delights — you'd almost think there was a piano and a 100-piece orchestra hiding behind the curtains!

I found the game a bit too easy to get through with the end-of-level giant chickens and penguins being knocked off their perches with no trouble at all.

Infinite continues also slice away some of the lastability. Jumping and clinging to walls and ceilings takes quite a bit of practice but loads of fun once mastered.

Smart Ball may be a little easy but if you're looking for a platform adventure that offers a new angle to make a change from the endless Mario clones then take a shifty at this!

SHADES 90%







Take a lift on this lovely red albatross to avoid the spikes.



Manic birds and fish in wellies. Someone has been smoking something queer.





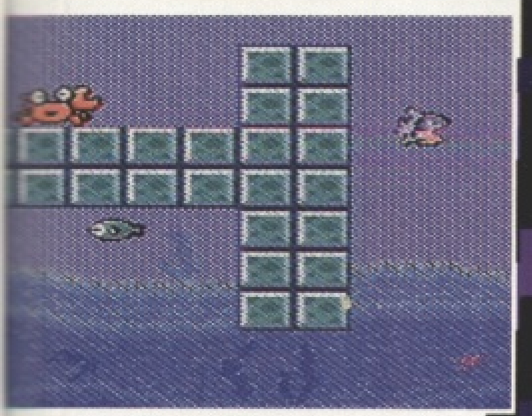






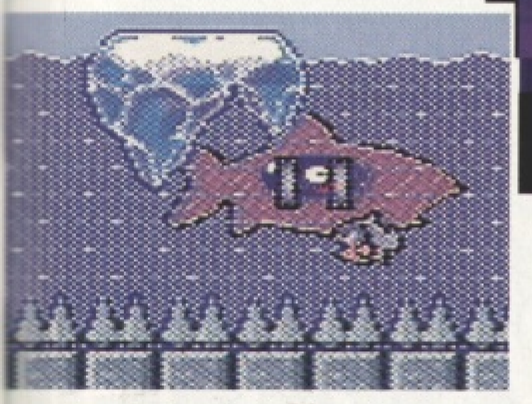
'Thank 'evan for leetal bolls cos leetal bolls get smarter every day'. Such were the words of world famous toupeé wearer and professional short person Maurice Chevalier when he played *Smart Ball* for the first time. As for me I haven't seen such an attractive and addictive game since *Super Mario World*. The off-the-wall (pardon the pun) approach to a platform game really made me sit up and take notice, absolutely masses of power-ups and an enormous playing area. Truly novel with loads of balls. Not a gun in sight — but what the hell. ***GUNNS 92%***

Gosh it's dark down this drain (below). Wonder if there's any turtles at the bottom?



Down in the bottom of the deep blue sea, catching fishes for tea!





These clockwork sharks make great killing machines. Knock the battery out and take a free ride in the back.





N RATING

80%	**PRESENTATION**	No demo, film effect between levels
92%	**VISUALS**	Cute and colourful, good FX
91%	**SONICS**	Roll over Beethoven!
92%	**PLAYABILITY**	A little bit easy
88%	**LASTABILITY**	We're all addicted!
91%	**FORCE**	Be smart, get out yer balls?!







Dragon's Lair

Chivalry has never been ACE's chalice of mead, but mention damsels in distress and he's the first to get his flashing blade out!

Scabbard a-swinging and sword a-swaying, ye olde arcade hit *Dragon's Lair* saunters on to the Game Boy carrying a reputation to rival our hero's colossal codpiece.

Yup! It's time, once more, to gird your loins, get your tights out of moth balls and rescue dizzy Princess Daphne from the evil clutches of that sultan of slime, Mordoc.

After the breath-taking SNES version, this cart left me disappointed. All the components are here but key flaws in the gameplay department result in a just-above average title.

In the end, the lack of continues, the flickery graphics and the stop-start gameplay was just too frustrating.

Good knight darlin'

As the noble numbskull, Dirk the Daring, the aim of this left to right horizontal-scrolling, platform-based, collect-'em-up is to retrieve 194 pieces of mythical Life Stone.

When all the pieces are found, the pouting princess can be rescued and the good knight resurrected. Controls are simple and responsive.

The joypad moves Dirk left and right while either button jumps. However, a sense of frustration pervades the action. Hazy graphics make it difficult to distinguish between hazards and safe spots. The lack of a weapon to wield at the evil enemy renders the game lifeless.

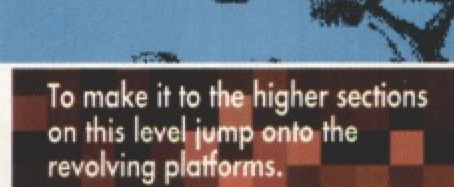
You begin your quest unarmed so avoid all hazardous objects. Begin with 10 lives but lose one every time you land on a deadly object — which means just about everything! Extra lives are awarded after 45 life stones are collected.

Each screen's a separate area which you enter from the previous screen. This results in a frustrating pause as the game scrolls from one screen to another. Despite the enormous size, lastability's let down by the lack of continues. It's a tough challenge to complete and many will be put off.

There is a fast/slow option controlling the running speed of the game. In fast mode the graphics are unbearably flickery and blurred, even in slow-mo the problems remain. Speaking of graphics, I'm sure I've seen these before (*Rollercoaster* on the Spectrum ring any bells!).

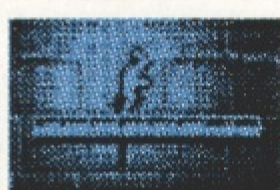
On the plus side, I thoroughly enjoyed the noble Arthurian melodies. The gentle lilting tunes took me back to a bye-gone age of chivalry and even had me opening the door for Ed!

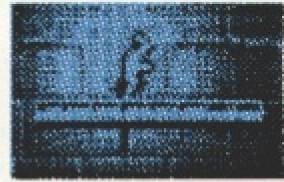
But if you loved the arcade game, you'll find this conversion disappointing. ***ACE 65%***



To make it to the higher sections on this level jump onto the revolving platforms.







This is one roller coaster ride of a game! It is totally different to every other version of Dragon's Lair on other formats, but is just as playable. The secret is that this started out its life as *Roller Coaster* on the good old Spectrum home computer. Elite have changed the graphics and released the game all over again! And why not when the original scored more than 90 percent!? Lots of well-shaded theme park rides and great animation are what greet Dirk as he starts this new adventure. Moving about takes a little getting used to, but the rides are soon mastered. *Dragon's Lair* is a brilliant adaptation of the arcade machine — well worth a look. ***SHADES 84%***



N RATING

82% **PRESENTATION**
- Onlybasic options, speed select

83% **VISUALS**
- Good sprites, blurred graphics

85% **SONICS**
- Great fire-breathing tunes

80% **PLAYABILITY**
- Easy controls, frustrating gameplay

81% **LASTABILITY**
- Loadsa levels, no continues

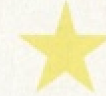
74% **FORCE**
- A serious but ultimately-frustrating challenge.

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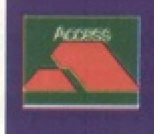
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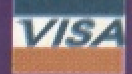
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Those magnificent men (and women) of MicroProse in their flying machines launch a new Nintendo range of simulation experiences. SHADES put on his best goggles and zoomed off to investigate...

Flight of Fant





Banking to the left in the NES *F-117A*. There's plenty of ammo left but you haven't scored anything. This is a top-class flight simulation with some stonking graphics, and with you in charge of a high-tech reconnaissance aircraft.

Where do you go to launch a new range of simulations to impress people and create amazing 'realistic' sound effects? An air show of course!

World leaders in simulation software, MicroProse, did just that to give a sneak preview of their new SNES, NES and Game Boy titles.

The Boscombe Down Air Tournament International 92 was an ideal setting, with planes of all shapes and sizes landing and taking off only a few metres away from the MircoProse extravaganza. Their highly successful home computer and PC title, *F-15 Strike Eagle* was the main game on show with versions in the pipeline for all formats.

The F-15 is a powerful, versatile jet fighter used by the US for dog-fighting and makes an exciting scenario for a console game. MicroProse have already developed the title into a mind-blowing coin-op that has captured the imaginations of players all over the USA.

On the cards

MicroProse started out creating flight simulations in the US ten years ago. They've had five busy years in the UK and recently won an award at the European Computer Trade Show for top software house. After many years dominating the PC simulation market they're now moving into Nintendo. After *F-15,* the next big NES release will be *F-117A.* More bottom-shattering aerial action awaits with some pretty snazzy in-flight and presentation graphics.
The F-117A is a reconnaissance aircraft, so you can guarantee there'll be some interesting missions and plenty of awards and medals to be presented with.

All you SNES N-Forcers have got *Super F-15* and *Railroad Tycoon* to look forward to very soon. Planned

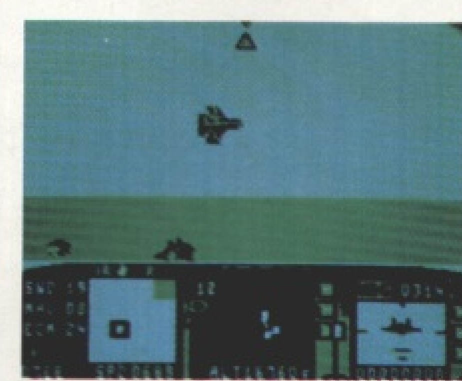


F-117A is not all about speed, thrills and G-forces — there are also more peaceful moments like trying to open a hangar door. Gain access to the top-secret building with the correct code. Where did I put that piece of paper?









asy

Become a real Top Gun

Flying games for the NES have been very limited up to now, with set missions and a pre-set stream of enemies attacking. *F-15 Strike Eagle* takes this one step further allowing players to fly anywhere inside a 3-D world, select targets and make all the decisions. The plane performs all the moves with rolls, loops, dives and simulated sick bags at the touch of a joypad!

Four levels of difficulty — novice to ace — make the game enjoyable for all ages. Selecting novice makes things like landing and taking off automatic, but ace (he gets everywhere!) gives players full control over the jet and adds decoy options. The seven missions all have historic settings and there is a medal waiting at the end if enough points are scored (or a wooden spoon if not)!

Ultimate realism

Everything in *F-15 Strike Eagle* has been made as authentic as possible with features like HUD display, mission map, decoy, speed and radar threat display. Players can even choose to bail out of the jet in an impossible situation!

F-15 Strike Eagle will be available for your NES in September at around £40. The Game Boy version of the game will be released for Christmas and is the first flight simulation for the handheld. It has similar scenarios to other formats and includes multiple options like dive and spin with excellent graphics, award ceremonies and medals.

Go supersonic!

The SNES *Super Strike Eagle* will blow the minds of flight simulation fans out there. It includes 256 colours, digitised stereo sound, authentic flight modules and superb realistic graphics. Scheduled for release around March 1993 it promises to surprise many people who thought they knew the limits of the Super Nintendo.



for late 1993, are three more stonkin' simulations, *Civilisation*, *Solo Flight* and *Pirates*. Stay tuned to future issues of N-Force for information on these amazing MicroProse games.

Railroad Tycoon, **a hot new release for the SNES due next year. Above is just some of the action — crossing the States in April 1914 with a long stretch of track ahead. Tickets please!**



We're getting there!

MircoProse are not only the masters of flight simulation, they've created some impressive simulations ranging from *Grand Prix* to the highly-addictive *Railroad Tycoon* for the SNES.

As the president of a railroad company, the player competes against other railways across the US for business. There are four settings, each in a different time period and trains to match. The UK settings start in the early 1800s with only Stevenson's Rocket on the fleet of trains! To ensure your rail service is the best in the land stations, depots and terminals can be built to network between cities. Passenger, mail and cargo carriages can be linked to each train — depending on what freight' s waiting at the next station. An icecream stall would probably attract custom too!

This superb management game has full colour maps of the country and animated trains chugging along their lines. This is probably the best train set you'll ever play with!

Producer: NINTENDO ■ Players: 1 ■ Price: £54.99 Import
Supplier: TELEGAMES Tel: 0533 880445

Best of British

N-FORCE KNOCKOUT

SNES

Pilot Wings



Flying through the air with the greatest of ease is a cinch for SHADES — the best pilot the N-FORCErs have ever flown with. Hold on, he's the only pilot they've flown with. What a hero!

Who's ever dreamt of flying through the air? The breeze in your face, unlimited space to soar in and bird shit in your hair! Well you can now come closer to the dream than ever before with the outstanding *Pilot Wings*.

With a free membership to the exclusive Flight Club, master amazing aerial exploits to show off to your mates. Four instructors have been hired to put players through their paces. Four test areas and an island need conquering by sky jockeys.

In each flight area, earn a certain number of points to get a licence. This acts as a password to the next level — there are four coveted licences to collect. Players earn points by completing tasks and reaching objectives in each section.



Those magnificent men

There are five modes of flight to work through. Start with the simple things like sky diving and flying bi-planes then progress to rocket packs and hang gliders. This completed, you go on to the helicopter finale when kidnapped instructors need rescuing and you can even blast away at the enemy. This is obviously an attempt to give a story line to what is basically just a flight sim.

The feel and characteristics of each flight method are recreated perfectly — all take stacks of practice.

Objectives range from flying through rings suspended in mid-air to performing a perfect approach and landing on a runway. The yellow targets are where to land, but when they're surrounded by water it only takes one wrong move to end up in the drink.

> "A game no SNES owner should be without!"

Each location has a special moving target for players who have got the knack (ie. not people like Gunns). Land on this and there's a bonus level to play. A dive-bombing penguin and a birdman are just two of the wacky bonuses!

That's enough about the objectives — let's rave on and on about the jaw-dropping graphics! With 3-D scaling, they're unbelievable.

The ground's made up on one big sprite that's zoomed in and out and rotates through 360 degrees to produce a thoroughly realistic flying effect.

Animated cannons, moving targets, rippling water and spinning rings are all crammed into the game along with some great music and ear-shattering sound FX.

Pull that chute!

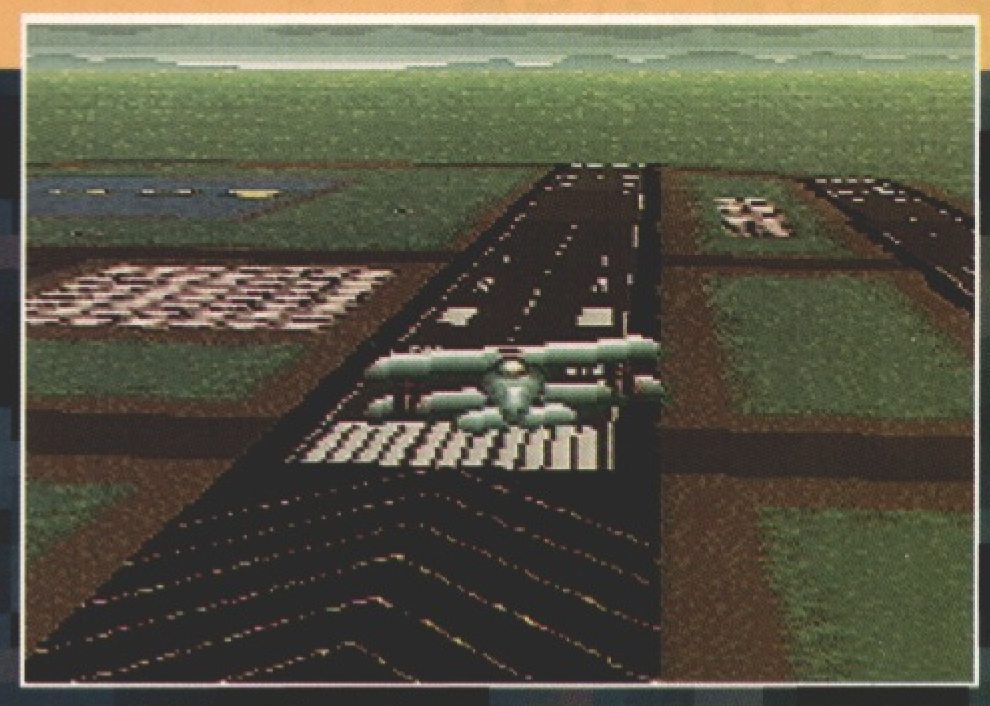
The first few missions are simple to accomplish without many catastrophes, and even if the parachute fails and you crash through the Flight Club roof, or sky-diving becomes a suicide mission, you can always retry.

Pilot Wings is a game no SNES owner should be without — our pics give you some idea of it's quality, but wait 'til you see it in action!

For the joy of flying without the pain of broken legs and stench of aviation fuel get *Pilot Wings*.

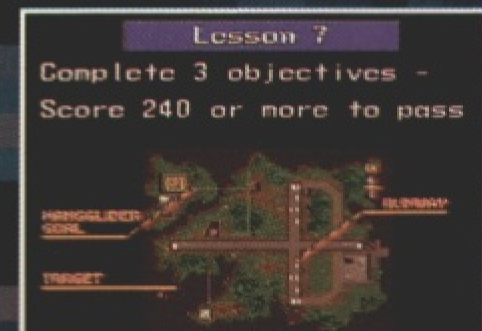
SHADES 96%

The graphics on this high-flying airborne extravaganza are amazing! It's like having an arcade machine in your own home. The 3-D effects are beyond spectacular, they're incredible! For those who've always dreamed of taking to the skies but haven't got a head for heights, here's your chance! From the moment I laid eyes on this cart, it was lust at first sight! Each element's equally absorbing, game play is superb, each flying machine is a cinch to control, success depends on skill not luck. Variable skill function and eight challenging levels to master, mean there's lastability galore. The only weakness is the sound, but for Biggles' sake it's a flying sim, who needs jazzy music?! What can I say, this cart will change your life! ***ACE 96%***



Mist over the hills, wind in your face and flies on your goggles! Stop day-dreaming, and land that plane.





Maps at the start of each level give details of different landing areas.



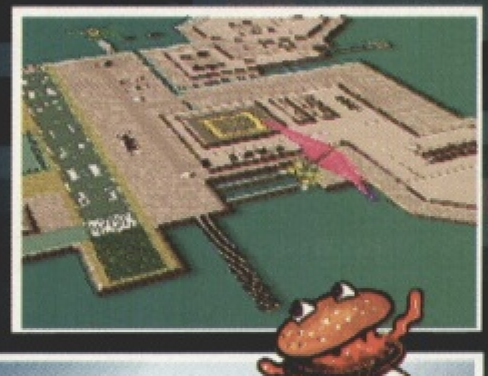


Shirley the instructress — somewhat of a flirt, but very professional (above). On a dare-devil mission to rescue the kidnapped instructors (below) — the A-Team was never this exciting!

Land on the bonus target to become a bird man and have a bone-rattling bouncing session!









Bombs away ... oops, it's one of ours!



Open the parachute quickly (above) or you'll break your spine!
Parachuting onto a snow covered island (below). I wonder if we can write our names in it from here?

Three of the varied modes of flight available for anyone with enough courage (below).







Hi-Scores!

Hyper-Zone!

Lay down that sizzling joypad and pay attention. This is the red hot high score Hyper-Zone with all the latest and greatest scores from games players all over the universe — and we want yours!.

Keep sending your victories in along with a pic of yourself for the rogues' gallery to: HYPER-ZONE, N-FORCE, Europress Impact, Ludlow, Shropshire, SY8 1JW. The best will receive a wild N-FORCE T-shirt.

Honest scores only — any cheats will be sorted out by Gunns with a 35mm Vulcan Rotary Cannon — nasty!

DARIUS TWIN ■ SNES ■
James Seymour, North Harrow, Middx
score: 1,449,200

CHIP AND DALE ■ NES ■
James Seymour, North Harrow, Middx
completed, 7 lives left.

ROBOCOP ■ GB ■
Terence Riley, Glasgow
score: 38,570

TETRIS ■ GB ■
Terence Riley, Glasgow
score: 3527.
Jonathan Cooper, Dartford, Kent
score: 23,321.

SPIDERMAN ■ GB ■
Terence Riley, Glasgow
score: 35,600.
Jonathan Cooper, Dartford, Kent
score: 139,390

SUPER MARIO WORLD ■ SNES ■
Dan Perera, Berkhamsted, Herts
completed all 96 levels.
Stuart Jackson, Melton Mowbray, Leics
score: 2,088,880, 95 levels completed (99 lives left).
Robert Dunleavy, Heston, Middlesex
completed, 96 levels.
Scott Pilling, Preston, Lancashire
completed 96 levels, 99 lives.
Dalvir Sehmby, Coventry, West Midlands
completed in one month & one week.
Jason Spreadborough, London
score: 9,999,999, 98 lives (96 levels completed).
Ben Gardner, Forest Fields, Nottingham
completed, 94 levels found.
Dilwyn Thomas, Brecon, Powys
score: 5,297,480

SMASH TV ■ SUPER FAMICOM ■
Osama Alkatib, Leeds, West Yorkshire
score: 43,439,276

ACTRAISER ■ SUPER FAMICOM ■
Osama Alkatib, Leeds, West Yorkshire
score: 40,093

STREETFIGHTER 2 ■ ARCADE ■
Martin Dimbleby, Newark, Notts
completed all players.

VENDETER ■ ARCADE ■
Martin Dimbleby, Newark, Notts
completed with boomers 20p

MARIO 3 ■ NES ■
Martin Dimbleby, Newark, Notts
completed with 102 lives

DUCK TALES ■ GB ■
Carl Pournett, Penzance, Cornwall
score: 12,402,000
Mohamed Nurmohamed, Pinner, Middx
completed.
Ben Gardner, Forest Fields, Nottingham

MARIO LAND ■ GB ■
Carl Pournett, Penzance, Cornwall
score: 999,999

GHOST BUSTERS II ■ GB ■
Carl Pournett, Penzance, Cornwall
score: 310,690

TETRIS ■ GB ■
Gareth Evans, Stockport, Cheshire
score: 88,736.
John Dickerson, Holbrook, Suffolk
score: 154 lines.
Steve Blurton, Salterton, Devon
score: 162 lines.
Mawgan Pengelly, Plymouth, Devon
score: 271 lines - 210,000

BALLOON KID ■ GB ■
Gareth Evans, Stockport, Cheshire
score: 687,378

BUBBLE BOBBLE ■ GB ■
Mohamed Nurmohamed, Pinner, Middx
completed

TERMINATOR 2 ■ GB ■
Mohamed Nurmohamed, Pinner, Middx
completed.
Ben Gardner, Forest Fields, Nottingham
completed.

BATMAN ■ NES ■
Damian Noyes, Clwyd, North Wales
score: 99,999.

DOUBLE DRAGON II ■ NES ■
Damian Noyes, Clwyd, North Wales
completed.

NINJA GAIDEN II ■ NES ■
Damian Noyes, Clwyd, North Wales
completed.

MARIO ■ GB ■
John Dickerson, Holbrook, Suffolk
completed, 34 lives left.

DYNABLASTER ■ GB ■
John Dickerson, Holbrook, Suffolk
score: 34,573 gold.

BART SIMPSON vs SPACE MUTANTS ■ NES ■
Damien Faulkner, Pinner, Middlesex
completed, 9 lives.

DUCK TALES ■ NES ■
Damien Faulkner, Pinner, Middlesex
difficult. Completed 35,172,000 pts.

SNAKE RATTLE N ROLL ■ NES ■
Damien Faulkner, Pinner, Middlesex
score: 875,350 pts.

R-TYPE ■ GB ■
Jonathan Cooper, Dartford, Kent
score: 32,220.

SUPER TENNIS ■ SNES ■
Steve Blurton, Salterton, Devon
completed Rio and Melbourne open in two days.

NAVY SEALS ■ GB ■
Mawgan Pengelly, Plymouth, Devon
score: 172,500, completed.

NINTENDO WORLD CUP ■ GB ■
Mawgan Pengelly, Plymouth, Devon
score: 11-3 v Germany finish.

F-ZERO MULE CITY ■ SNES ■
Dan Perera, Berkhamsted, Herts
completed all leagues on expert.
Scott Pilling, Preston, Lancashire
score: 2.07.01.

SUPER CONTRA ■ SNES ■
Scott Pilling, Preston, Lancashire
completed.

MARIO 4 ■ SNES ■
James Goff, Sheffield
completed.
Nick Drewry, Stockport, Cheshire
completed.

SUPER WRESTLEMANIA ■ SNES ■
James Goff, Sheffield
completed, hard.

MARIO 4 ■ SUPER FAMICOM ■
Alan Reid, Co Down, Northern Ireland
score: 999,999, 99 lives, 96 levels.

STREET FIGHTER 2 ■ SNES ■
Robert Dunleavy, Heston, Middlesex
completed.

SUPER R-TYPE ■ SNES ■
Dan Perera, Berkhamsted, Herts
completed pro level.

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■ On the SNES front we've got one hell of an exclusive — too good to reveal now — just tune into N-FORCE and blow your minds!

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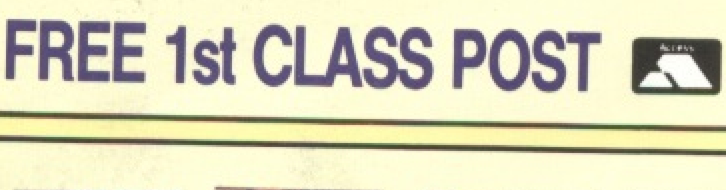


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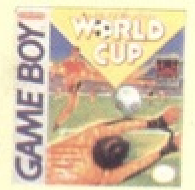


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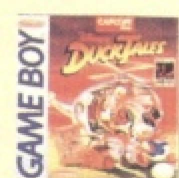




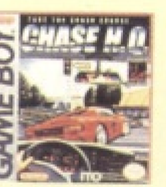












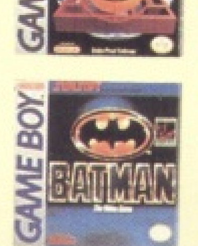

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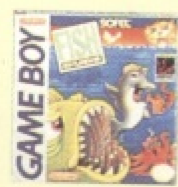
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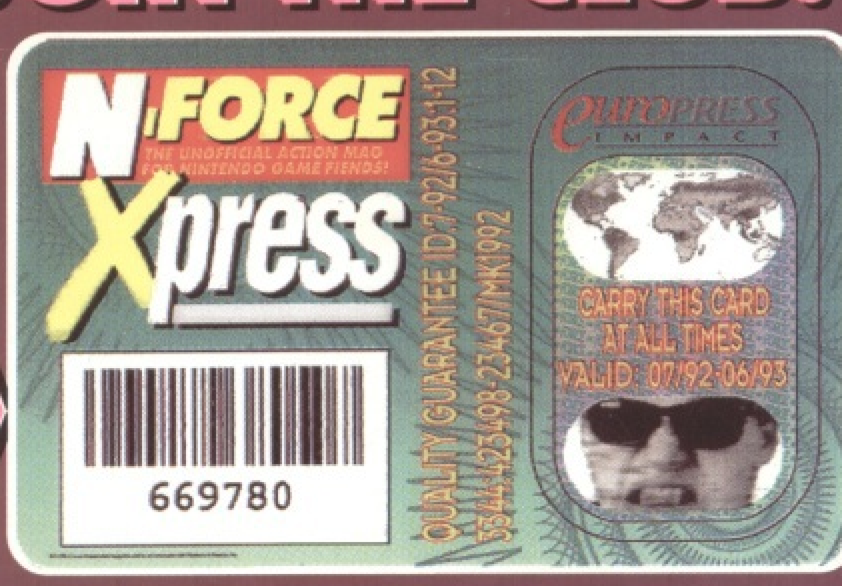
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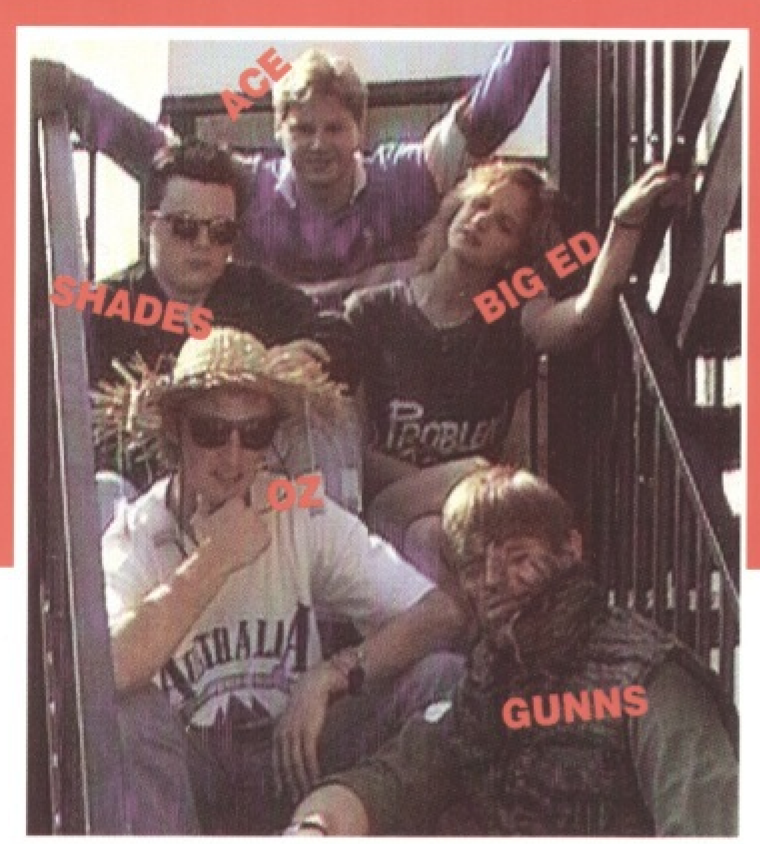
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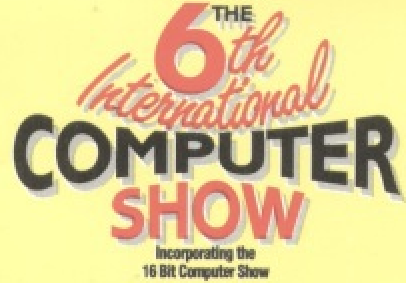
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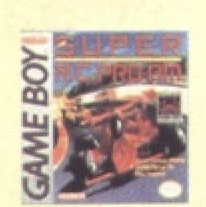
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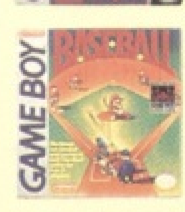
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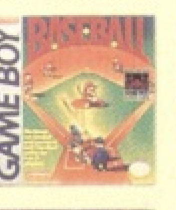
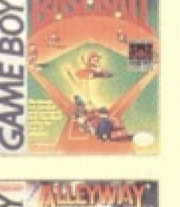






















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